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190 GAME BOY COLOR GAMES REVIEWED AND RATED!
Austin Powers2000
GAME BOY COLOR
TOTAL
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Daikatana
The N64 sizzler on Game Boy!
PLUS 2 PULL-OUT POSTERS
PLUS BUFFY THE VAMPIRE SLAYER, FLINTSTONES: BURGERTIME IN BEDROCK, POP N' POP, ROLAND GARROS FRENCH OPEN, TWEETY'S HIGHFLYING ADVENTURE, CONSTRUCTION ZONE... AND MUCH MORE!
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*Official Chart Track Figures (July 2000) The Uk's best selling cheat device for any system



Welcome to my Game Boy Color lair!

We've made a few tweaks to Total Game Boy Color this issue - take a look through the magazine, I certainly hope you like them. Write in and tell us if you do. It's an Austin Powers special this time around, as you might have noticed. There are two fantastic games ready for release from Take 2 Interactive - an Austin version and a Dr Evil version. Pop over to page 30 for the full info. With Halloween just around the corner we've got a creepy games feature too - check it out on page 18 and prepare to be scared.

If it's reviews you're looking for then look no further than page 21 onwards - Buffy the Vampire Slayer, Daikatana, Flintstones: Burgertime in Bedrock - they're all new and all coming to your Game Boy Color!

Hope you like the new look mag - enjoy!

Nick Roberts



4 THE BITS 'N' BOBS EXPLAINED!

TOTAL GAME BOY COLOR has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

NINFOMATION

How much?	£24.99
From who?	Mattel Interactive
Whenz it out?	Out now
Kind of game?	Sports

QUICK TIP! When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea and you won't hear her - then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world-renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a well balanced view.

2ND OPINION

I'm a big noise!

Coooor! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a perfect title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything I like into this box, because it's only an example of what a 2nd opinion looks like. If you can read this, then you must be bored! Write in and inform me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! Ta-ra!
Nick

This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUM DINGER award of excellence!

TOTAL GAME BOY COLOR
TEST YOUR STRENGTH!

GRAPHICS! Cute and chunky ★★★★
SOUND! Brum, brum, engine fun! ★★★
PLAYABILITY! Compulsive gameplay ★★★★
LASTABILITY! Not hard to finish ★★★

he-man! butch! weakling! wimp!

OVERALL! % 85
PERFECT FUN FOR THE BUILDER IN YOU!

The Great Game Boy Color Test-o-meter! Hum Dinger!



Two great Austin Powers games reviewed! Swing on over to page 30 baby, yeah!

Oh Behave! AUSTIN POWERS™

page 30

2 AWESOME PULL-OUT POSTERS

If pull-out posters are your thing, then we've got a couple of crackers for you this issue. Scooby Doo on the one side and Austin Powers looking funky on the other. Pull them out, stick them up and rip that wallpaper!

reviews

Every new Game Boy game reviewed and rated for you! 5

Previews

the sneaky peek at future games around the corner!

See what's coming up on your Game Boy...

page 10



Join the THQ G-CLUB for lots of Game Boy Goodies! Call 01483 767656 or log on to www.gclub.net now!

Get in touch!

If you want to write to us here at Total Game Boy Color, the address is...

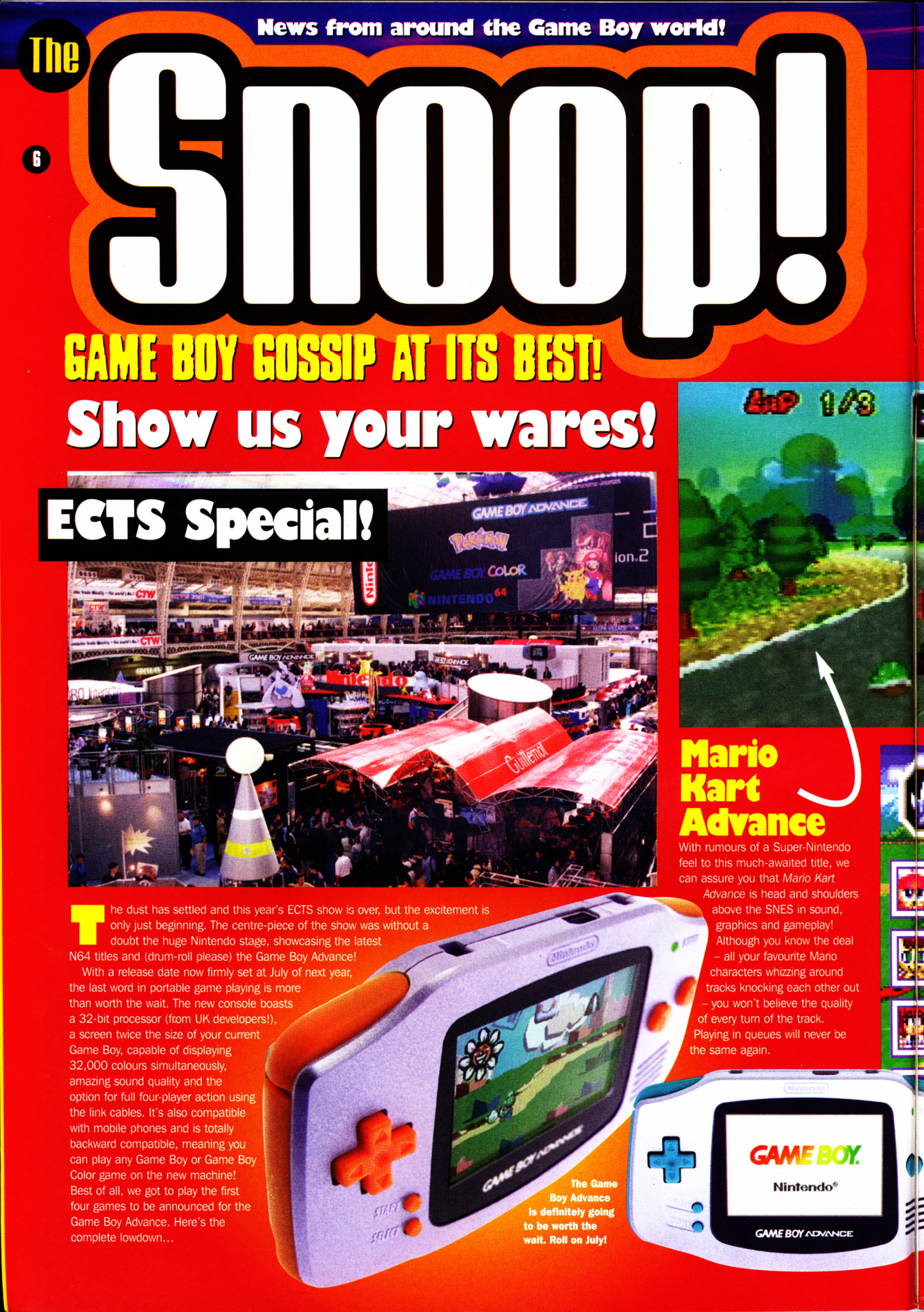
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The Snoop!

GAME BOY GOSSIP AT ITS BEST!

Show us your wares!

ECTS Special!



The dust has settled and this year's ECTS show is over, but the excitement is only just beginning. The centre-piece of the show was without a doubt the huge Nintendo stage, showcasing the latest N64 titles and (drum-roll please) the Game Boy Advance!

With a release date now firmly set at July of next year, the last word in portable game playing is more than worth the wait. The new console boasts a 32-bit processor (from UK developers!), a screen twice the size of your current Game Boy, capable of displaying 32,000 colours simultaneously, amazing sound quality and the option for full four-player action using the link cables. It's also compatible with mobile phones and is totally backward compatible, meaning you can play any Game Boy or Game Boy Color game on the new machine! Best of all, we got to play the first four games to be announced for the Game Boy Advance. Here's the complete lowdown...

The Game Boy Advance is definitely going to be worth the wait. Roll on July!

Mario Kart Advance

With rumours of a Super-Nintendo feel to this much-awaited title, we can assure you that *Mario Kart Advance* is head and shoulders above the SNES in sound, graphics and gameplay! Although you know the deal – all your favourite Mario characters whizzing around tracks knocking each other out – you won't believe the quality of every turn of the track. Playing in queues will never be the same again.



Kuru Kuru Kururin

Although this bizarre puzzler will have changed its name by the time it washes up on British shores next summer, it's still going to be addictive. You have to guide spinning sticks through difficult obstacle-filled channels without touching the sides and, although it doesn't sound that amazing, the screenshot doesn't do this great looking 3D game justice. We couldn't put it down!



Pinobee: Quest of Heart

This advanced platformer looks more like a PlayStation title than anything on the SNES, as you play the cute bee flying around scrolling 3D levels, presumably to save someone from someone else. As you battle against whirlwinds and nasty fellow insects, you can hover and jump as you try to complete your mission.

And there's more...

Apart from these four masterpieces, other titles mooted but not on show include puzzler *Golden Sun*, RPG *Magical Vacation* and strategy adventure *Napoleon*.

After so much speculation, the little metallic marvel known as Game Boy Advance has proved that it will be worth every second spent waiting for it, and we're dying to hold one in our hands again. We'll fill you in with every bit of GBA news each issue, but you'd better start saving up now if you don't want to be the last of your chums to own one next summer.



All Star Racing

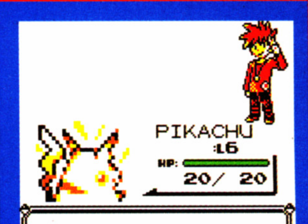
Another Kart-type game, and the name's not final, with amazing graphics and effects. However, this time you're battling all sorts of racers from Konami games against each other, including characters from the old Mystical Ninja games on the SNES. Although *Mario Kart Advance* is definitely the game to hold your breath for, this title looks just as fast and furious.

Lost his conkers?

Bad news from ECTS for all Conker fans who have enjoyed his cute little Game Boy adventure *Conker's Pocket Tales*. He's all grown up, and soon to be appearing in a decidedly adult game for the N64. *Conker's Bad Fur Day* sees the previously angelic squirrel getting drunk, weeing in public and blowing up equally cute teddy bears. Needless to say, you'll have to be fifteen at least to buy the game!



TOTAL GAME BOY COLOR Charts



1 **Pokémon Yellow** – Nintendo
2 **Pokémon Blue** – Nintendo
3 **Pokémon Red** – Nintendo
4 **Super Mario Bros Deluxe** – Nintendo
5 **Wario Land 3** – Nintendo
6 **Dragon Warrior Monsters** – Eidos
7 **Magical Drop** – Swing
8 **Driver** – Infogrames
9 **Pro Pool** – Codemasters
10 **Quest for Camelot** – Titus

Pokémon Adventure 2000

The skies crackled with thunder and the rain lashed down on the grey tarmac, but in the brightly coloured marquee situated in North Greenwich, it was another world altogether. In the shadow of the Millennium Dome, the finals of the UK Pokémon Championship 2000 formed the centrepiece of The Pokémon Adventure. The winner, after proving himself to be the greatest Pokémon Trainer in the UK, goes onto the world finals in Australia. And good luck to him too!

The TGBC team were on hand to see the world of Ash, Pikachu and friends come to life and, despite the weather, a splendid time was guaranteed for all! Visitors to the Dome that day were given the chance to compete for the title of Pokémon Trading Card Champion, thanks to the folks at Wizards Of The Coast – and Russ beat the champion trainer, undefeated all day (welcome to hell, kid!) There were also opportunities to get a good look at the much anticipated *Gold* and *Silver* titles, and the latest



Pokémon games for the N64. You could also meet your favourite Pokémon, and make the most of your last chance to download Mewtwo onto your Game Boy Color!

Pokéfest 2000

On the other hand, the sun was blazing down when the UK Pokémon Tour arrived at Bournemouth this August. Again, we were on hand to take part in the Trading Card Championships, and were hooked before you could say 'Pika!' With hundreds and hundreds of kids turning up to battle their collections against the best, it was a day of challenges, with the winner going onto the UK finals at the Dome!





Win! Win! Win! Roll Up! Roll Up!

Competition Address

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CHUDBUNS FOREVER!

Chudbuns are the latest craze in home furnishing, being stylish, comfy and fun all at the same time! Most importantly of all, they are the best place to settle down and play your Game Boy Color in comfort and style. These huge beanbags come in loads of funky designs and retail at £150 for the largest size, with large and little kids' size at £125 and £95 respectively. For more details log onto www.chudbuns.com or phone 0117 9603892. However, we do have one silver Chudbun to give away, with oodles of Game Boy gadgets pass on to four runners-up.



Other prizes include the amazing new Pokémon Carry Cases from Planet Distribution. These cute cases come in all colours and sizes, and are available in the shops now, priced £7.99.

To get your hands on any of these goodies, simply send in your designs for your ultimate set-up for a night in playing Game Boy – how comfy can you get? Send your entries to 'Gettin' Comfy' competition, before 5 November.



SCOOBY DOOBY DOO!

Everyone's favourite ghost-hunting Great Dane doesn't just have a new GBC game on the horizon – he's also starring in an all-new feature length adventure, *Scooby Doo and the Alien Invaders,* in which the Mystery Machine gang get tied up in a, well, mysterious Area 51-type plot in the middle of the desert, and Shaggy and Scoob fall in lurve. We've got ten copies to give away. All you've got to do is tell us what the full names of the entire Scooby Doo Gang are. Here's a tip: Scooby, Shaggy, Daphne, Velma and Fred won't do! Send your answers before 5 November to 'Mystery Machine Compo' at the usual address.



TINTIN FANS

To celebrate the forthcoming release of the new Tintin game from Infogrames, we've got ten exclusive Tintin postcard packs to give away, replete with original French designs and envelopes. If you want to get your mucky little hands on one, all you have to do is tell us IN YOUR BEST FRENCH what your favourite Game Boy Color game is and why. Send in your entries to 'Le Garcon De Jeu Couleur' before 5 November.



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Won! Won! Won!

Everyone's a winner, baby! That's the truth!

TOMB RAIDER BONANZA

Robert Barklam of Wolverhampton is the lucky first prize winner of not only the *Tomb Raider* game and a Lara Croft goodie bag, but a Game Boy Color into the bargain! The four nearly-as-lucky runners up are Christopher Toumarin of London, Jenny Wang from Kent, Ultan McGlowe of Omagh and Victoria Howell from Northampton. Hurrah for them!

GIVE ME AN XPLODER!

The ten happy winners of our Xploder compo from issue ten are Kev Wales from Norfolk, M Tucker of Haywards Heath, Ryan Sparrow of Birmingham, C Covello of Lockerbie, C George of Shrewsbury, Alastair Parkin of Brechin, Marius Worstad of Norway, Christopher Eves from Cambridge, Jennifer Hopkinson of Sutton-In-Ashfield and Vanish Patel from Kent. And the answer was 2: Solid Snake. Hooray!

G-CLUB COMPO

In issue nine we ran a competition with THQ offering all sorts of goodies and membership to G-Club for everyone. Your names are now with THQ, so you should hear from them soon enough. The first prize winner, however, is Michelle Cooper from Devon, who knew that the G-Club Aliens are called Greebo & Snotty. The five runners up are Colman Wong from Bury, Taylor Rutter from Northampton, Sarah Roberts of Thatcham, Drew Hanson from York, and Jasmine Compton from Winchester. Honourable mention goes to Sonia Rolwy from Coventry, who thought they were called Vic and Bob. Haroo!



Previe[ws]

the sneaky peek at future games around the [...]

SCOOBY-DOO! CLASSIC CREEP CA[PERS]

NINFOMATION

From	THQ
When?	November

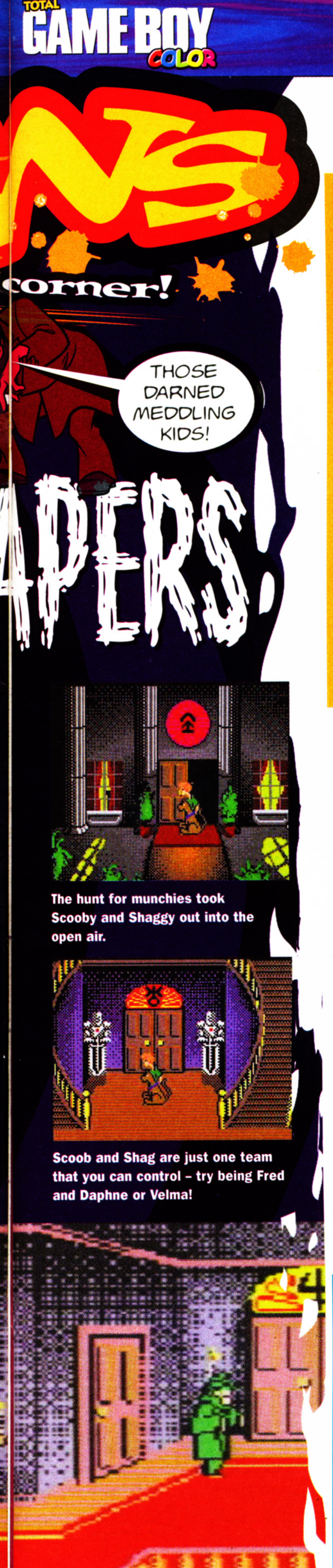
Oh dear. There's gotta be a clue around somewhere...

At last we've been lucky enough to play the brand new Scooby Doo game from THQ, *Scooby Doo: Classic Creep Capers*. With Halloween almost upon us, this groovy adventure has got to be the ultimate spooky trip of a game to see you through the autumn evenings. With the full Mystery Machine team of Fred, Daphne, Velma, Shaggy and Scooby on hand to investigate every bump in the night, you make your way around 20 levels and four different adventures, to face the terrifying supernatural powers at hand, and inevitably unmask the gamekeeper at the end. And he would've gotten away with it too…

Jinkys

In *Nowhere to Hyde* Shaggy and Scoob must explore the laboratories of Dr Jekyll and solve all kinds of problems in order to unmask the villain and find the missing jewels, stocking up on all-important Scooby Snacks on the way. But beware, because – zoinks! – The evil Mr Hyde is prowling around somewhere…

This action-packed game really is a worthwhile tie-in. Rather than just using familiar faces to make a game sell (see *The Flintstones*, this issue!) The designers have really captured the groovy, ghoulish essence of the original series, and created a game that's value for money and guaranteed to keep you playing well past Christmas. Like, freaky, man!

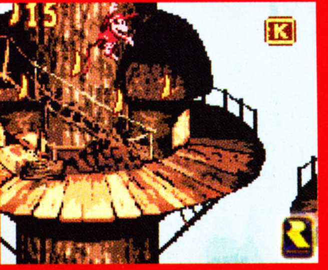


The hunt for munchies took Scooby and Shaggy out into the open air.

Scoob and Shag are just one team that you can control – try being Fred and Daphne or Velma!

Donkey Kong Country



NINFOMATION



From	Nintendo
When?	November

If you thought *Super Mario Bros Deluxe* was an amazing feat, just feast your eyes on *Donkey Kong Country*, one of the first console games to feature extensive rendered graphics for all its art assets. The game is making the jump from powerful 16-bit SNES to your very own 8-bit Game Boy Color hand-held as a direct port! Not only will you have a dazzling version of Diddy and friends' actions, but there'll also be all-new bonus levels, printer options and two-player options. There's not long to wait now… what a top stocking filler!

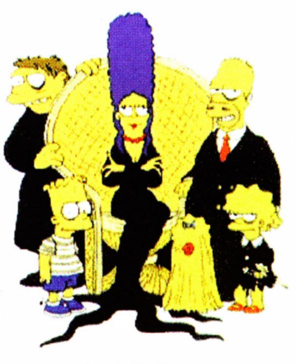
Simpsons: Treehouse Of Horror

NINFOMATION

From	THQ
When?	Winter

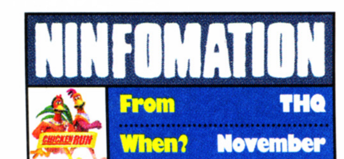
It's been a long, long time, but at last the Simpsons are returning to the Game Boy before the end of this year. In *Simpsons: Treehouse of Horror* you get to play each member of the clan battling through nightmarish landscapes on All Hallow's Eve! Homer's sent the whole family to sleep with his muddled-up ghost stories, and while they are sleeping they experience a 'group' out of body experience, which draws their spirits into the world of the Tree House of Horror, where every day is Halloween.

The only way to escape the scarily twisted dimension is to climb back up the tree and re-enter their sleeping bodies so that they can wake up to 1 November. Excellent…



Chicken Run

NINFOMATION

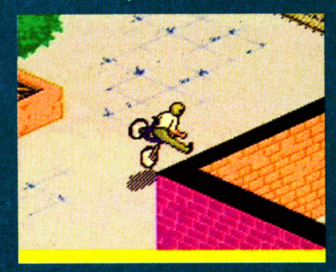


From	THQ
When?	November

Stop press! After doubting its existence in past issues, we've now had a smashing sneak preview of the *Chicken Run* adventure game for the GBC! Based on the hit Aardman Animations blockbuster earlier this year, this portable puzzle has been designed by the Oliver Twins, original creators of Spectrum classic *Dizzy*! This means that Rock the Rooster is bound to be in for some tricky problem solving in his mission to escape from the farm! We'll have more on this exciting title next issue, but don't count yer chickens…

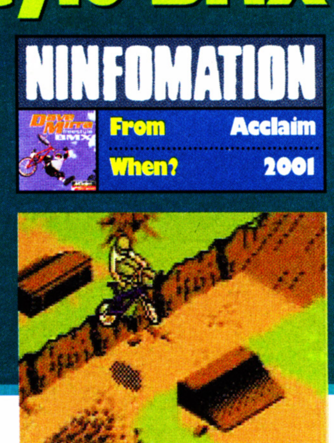
Dave Mirra Freestyle BMX

With *MTV Sports: T J Lavin's Ultimate BMX* due out in the shops at the end of the month, there's another BMX title on the cards in the guise of Acclaim's Dave Mirra Freestyle BMX – a brand new kind of sports-style videogame that stars two major X-Games talents. Signing up Dave Mirra and Ryan Nyquist for multiple year endorsements, Acclaim leads the way into a new bike riding game that focuses on tricks, stunts and X-Games style entertainment. Expect this exciting title sometime early next year.



NINFOMATION

From	Acclaim
When?	2001



12

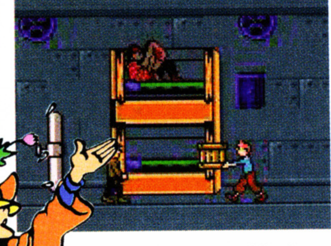
Tin Tin: Prisoners Of The Sun



NINFOMATION

From	Infogrames
When?	October

Mind the crocodiles – they bite. Really hard! But only when hungry.

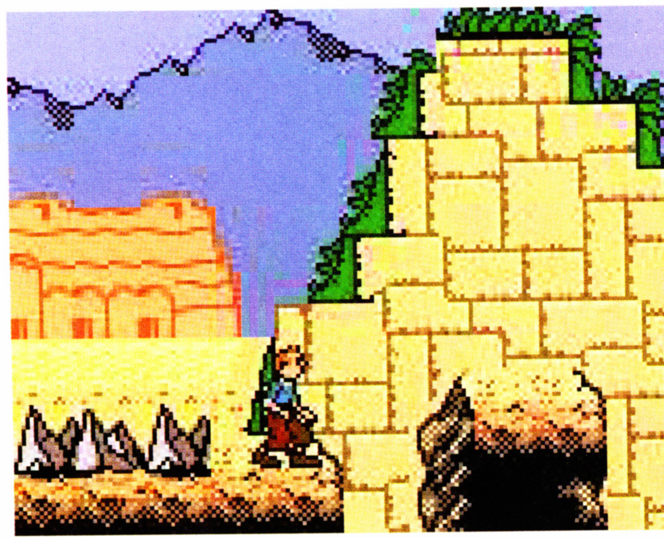


Tintin tries to have a bit of a kip, but there's no time for that! There's an adventure to be had!

Shortly after seven explorers came back from Peru, where they found Inca's tombs, they all got a strange illness. Tintin and Captain Haddock try to discover what is going on, when Professor Sunflower mysteriously disappears…

Embody Tintin and solve the mysterious enigma of 'prisoners of the sun' in this colourisation of the amazing black and white blockbuster of a few years ago. This new improved game starring the legendary teenage detective hero is out in the shops any day now, and features all the characters from the comic book series. It also boasts brand new features including multi-genre playing and a password option, missing from the original game. If you can't wait to get this cart in your collection, check out our exclusive Tintin competition on page nine!





This may look like yer common-or-garden platformer, but this is just one level!

Obi-Wan's Adventures

NINFOMATION

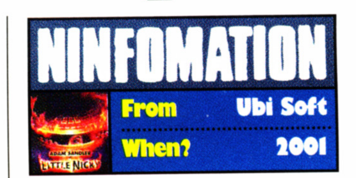
From	THQ
When?	November

As part of an exclusive deal with Lucasfilms, THQ has unveiled its new *Star Wars* title, *Obi Wan's Adventures*. The Trade Federation has blockaded the world of Naboo, and young Obi Wan is sent by the Jedi Council to negotiate with the leaders of the Federation. Senator Palpatine and the Senate are depending on you to solve the situation for the Republic. With nine different levels including Naboo Swamp and Queen Amidala's Palace, and many characters to battle or assist from *Episode One*, this adventure is only the beginning…



Far removed from the cartoonish RPG of *Yoda Stories*, Obi Wan's adventures looks promising.

Little Nicky



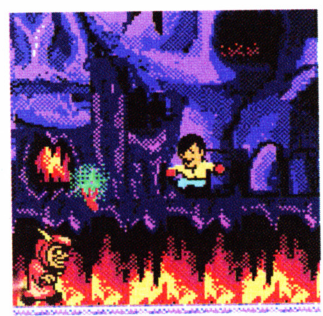
NINFOMATION

From	Ubi Soft
When?	2001

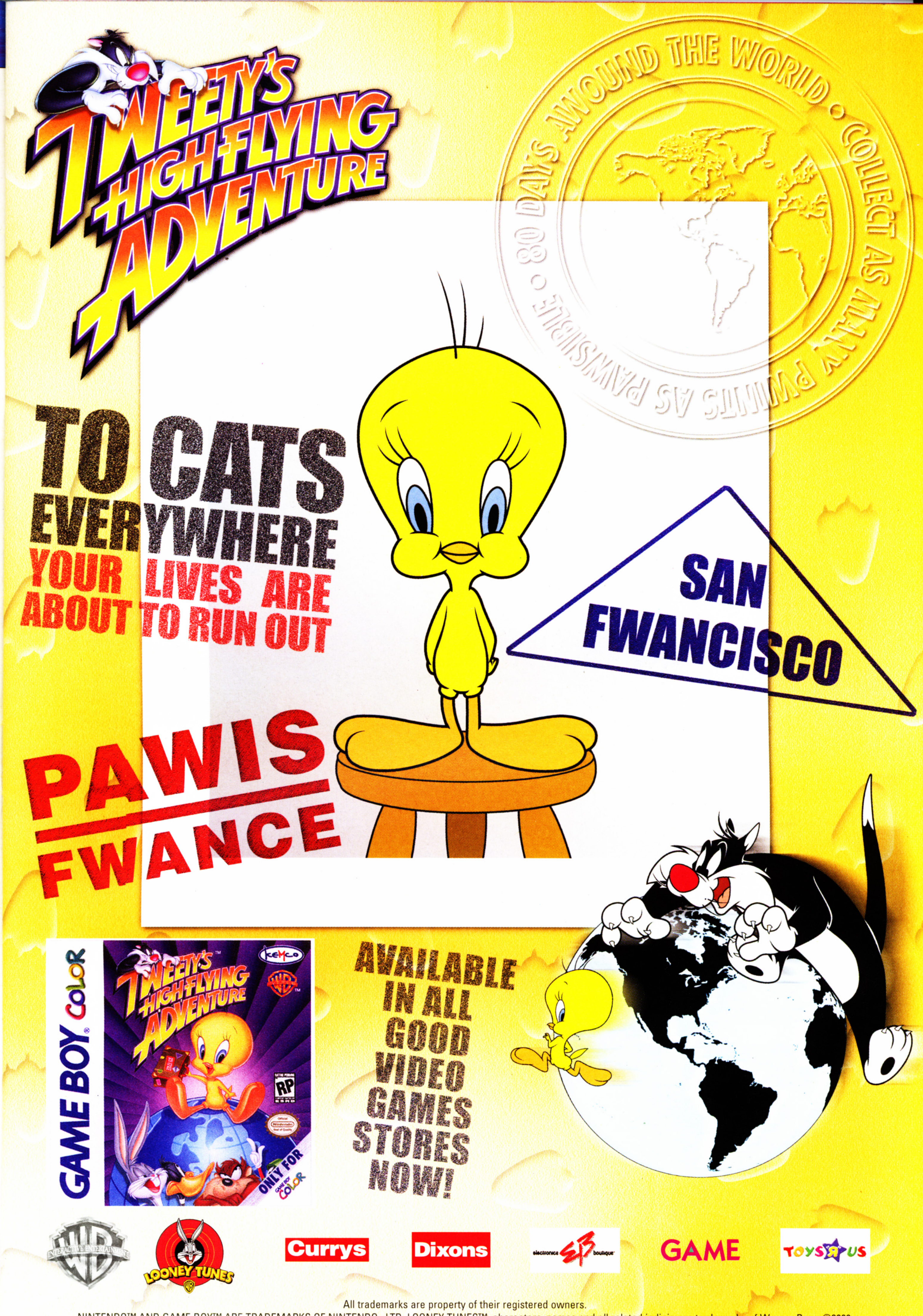
Get ready to hold your breath and commend your soul to God when, at last, the very first mature-rated game appears for the Game Boy Color. Based on the hit Adam Sandler film of the same name, *Little Nicky* sees you taking on the role of the spawn of the horny one himself across 14 levels of torment and hazardous peril on the streets of New York. Little Nicky must defeat the minions of his rogue brothers, intent on ruling the world. Fortunately, Nicky's crass behaviour becomes his power in the game – he can fire a vaporising ray, burp fire and possess innocent pedestrians to make them do his bidding. He also has a filthy mouthed dog with him to help him along the way, so prepare yourself for the kind of language never before seen on a Game Boy screen.



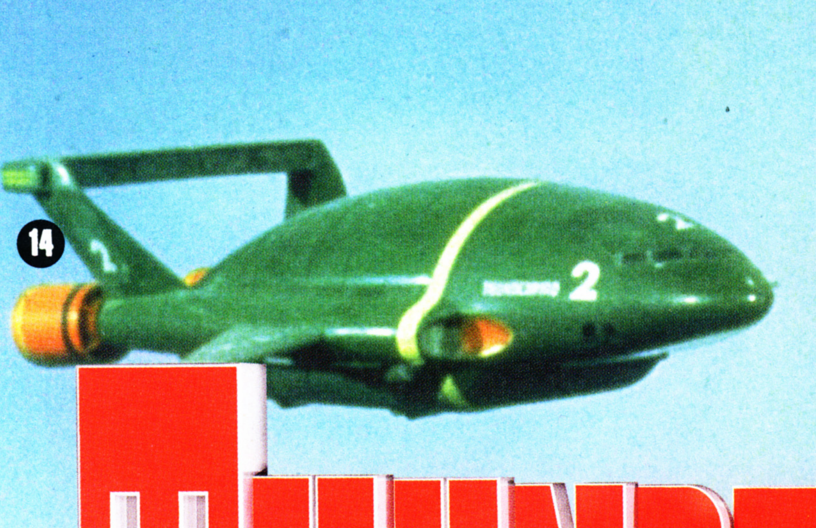
How many videogame characters do you know that hang puppies for fun? Apart from Sonic?



Unusually, you start off in the lowest pit of hell in this dumb*@$* videogame! Hot stuff!



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"Thunderbirds mania is set to soar once again with the newly digitally enhanced version of the original series blasting back onto the BBC this autumn"

THUNDERBIRDS ARE GO... AGA

Anything can happen in the next three pages!

PREVIEW

How much?	£24.99
From who?	SCi
Whenz it out?	November
Kind of game?	Adventure



When Lew Grade asked animation genius Gerry Anderson, the inventor of Supermarionation puppetry techniques, for a new TV programme in 1963, neither had any idea of the enormity of what would ensue. Drawing on his experience in National Service and news stories of a mining disaster in Germany, an idea began to form of an International Rescue organisation. The first appearance of *Thunderbirds* ('Britain's most expensive television series') in October 1965 drew the audiences in by the millions (an estimated 100,000,000 worldwide) and it has remained unbelievably popular ever since. Sales of toys and merchandise in particular have always been astronomical, with only *Star Wars* coming anywhere near its popularity.

Calling International Rescue!

It is the year 2065. The brave Tracy family run International Rescue, a global rescue service comprising five amazing Thunderbirds crafts, from their secret island base. Along with their London Agent Lady Penelope Creighton-Ward, her butler (and ex-safe cracker) Parker and teenage genius Brains, they have an ongoing mission to aid humanity and battle the forces of evil – a mission which has been entertaining kids and adults alike for over thirty years.

Thunderbirds mania is now set to soar once again with the newly digitally-enhanced version of the original series blasting back onto the BBC this autumn, and a part of this resurgence in interest in the Tracy family's exploits is the appearance of a brand new game on the Game Boy Color!



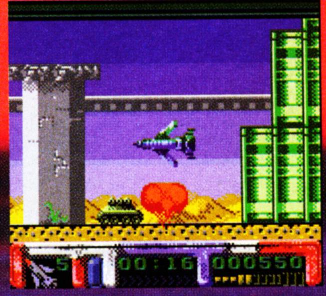
In the guise of Thunderbird 3 the game becomes an upward scrolling space adventure.



The trusty Thunderbird 4 takes you down to the depths. No need to hold your breath!



Not content with being great fun, this game is full of pub-knowledge type information too!



The idea of an International Rescue organisation dropping bombs is slightly bizarre, but who cares?

Thunderbirds Are Who?

Jeff Tracy



The founder of International Rescue, Jeff Tracy was one of the first men on the moon, but abandoned his career to bring up his five sons, all named after a famous American astronaut.

Scott Tracy



Jeff's eldest son, and commander of Thunderbird 1. Scott is usually the first on the scene of any accident, where his intelligence, strength and wit prove to be invaluable.

Virgil Tracy



An intelligent and mature member of the team, Virgil matches his artistic flair with serious commitment in his task of piloting Thunderbird 2.

Alan Tracy



The baby of the family, romantic Alan used to be a champion racing driver before he joined the family business, piloting Thunderbird 3 and occasionally 5.

Gordon Tracy



Gordon Tracy, Olympic swimming champion, respected commander and the joker of the group, pilots Thunderbird 4 skilfully thanks to his abilities as an aquanaut. And his nice hair.

John Tracy



Quiet, introspective astronomy expert John is the real ladies man of the five brothers, despite spending much of his time in permanent orbit in Thunderbird 5. Doesn't get out much.

Brains



Discovered in Paris by Jeff Tracy, this teenage genius designed all of the Thunderbird crafts and is a crucial part of International Rescue. And he has a stammer.

Lady Penelope



The glamorous one of the group, this 27 year old aristocrat works from her stately home in rural Kent. Despite her cool and attractive exterior, she is as devoted to saving the world as the rest of the team.

Parker



Lady Penelope's right-hand man, 52 year old Parker used to be a master safe-cracker and cat burglar. Now he combines being a loyal chauffeur, butler and aide with tackling international crime.

Kyrano



Jeff's loyal manservant and friend, Kyrano serves International Rescue loyally, despite being half-brother to The Hood, who has a hypnotic power over him.

Tin-Tin



Kyrano's daughter puts her mathematical genius to good use as Brains' assistant. She is a crucial part of the team, and also Alan's girlfriend, the lucky chap!

The Hood



The world's most evil villain, and a master of disguise! From his invisible HQ in the Malaysian jungle, The Hood uses black magic in his plans for world domination, and will let nothing get in his way of stealing the plans for the Thunderbirds crafts. And he's bald.

AIN!

Thunderbirds Are Go!

This autumn the Thunderbirds will be infiltrating every inch of your local toy shop with boardgames, toys, action figures, a PlayStation2 game, DVDs… the list is endless, but if you just buy one, it will have to be *Thunderbirds Are Go!*, the Game Boy Color game. Coming in November from SCi, this huge adventure is your chance to test your skills as a budding International Rescue agent. With 22 missions across eight exciting environments, each involving one of the famous Thunderbirds crafts, it'll take a long time to complete.



Swooping through the bubbly briny, using your sonar to activate switches – this Thunderbird 4 is a nifty machine.

Controlling Thunderbird 2 is an overhead shoot-'em-up game, destroying generators.

"All five legendary Thunderbirds vehicles are yours to command!"

THUNDERBIRDS ARE GO... AGAIN!

At first glance, you may be fooled into thinking that this is another faceless get-into-another-vehicle-wander-around-a-bit-and-then-give-up kind of game, but you'd be wrong to think that. Thankfully, this cart is bursting with personality and genuine character. Throughout each mission, as you play one of the heroic members of the team, you are in contact with Jeff Tracy and Brains (among many others) as they give you handy tips and further instructions to complete your mission and put a stop to the machinations of the evil Hood.

All five legendary Thunderbirds vehicles are yours to command as you take on the role of each of the Tracy lads in turn. Thunderbird 1, piloted by Scott Tracy, can reach speeds of up to 1,500 mph; Thunderbird 2, a vehicle carrier commanded by Virgil; Alan's spacecraft, otherwise known as Thunderbird 3; Gordon Tracy's submarine Thunderbird 4 and the space station Thunderbird 5 manned by John, are all driven by you in the game. Of course, you can also race around the capital in Lady Penelope's famous pink Rolls Royce FAB 1 and use the Mole burrowing device, as you search for crucial tools, bomb enemy weapons and the like, all in the name of world peace.

No Strings Attached!

Unlike other fast-buck tie-in games, *Thunderbirds Are Go!* is actually pushing the Game Boy's capabilities in new directions, and the designers at SCi and Pukka Games are rightly proud of what has been achieved: "We had to approach *Thunderbirds Are Go!* from a slightly different angle… we knew from the start that we wanted to create a large game which would be technically superior to any other titles out there. The result is an adventure with multiple games in one – overhead, sideways-scrolling and even some driving levels. As far as pushing the machine, the game will have multi-layered scrolling, high colour pictures, loads of on-screen objects and animation." Which is all very nice, but the main thing is, it's a gas to play!

The quest to finish off The Hood and his cronies could have been another dull excuse for making cash at Christmas, with boring gameplay that has nothing more to do with the licence in question than the fact that 'Thunderbirds' is on the title screen. In this case, though, the designers have really captured the essence of the original series, and given the game an actual plot (very rare in games these days), interesting characters and fascinating gameplay. With *Thunderbirds*-mania really hotting up for this autumn, everybody will want to get a look at this title. Whether you're already a fan of International Rescue and their adventures, or you're just about to get hooked on the classic series, you'll be desperate to start saving the world this November. F-A-B!



A Yul Brynner lookalike spotted yesterday.

BEAT THE COMPETITION



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SPOOKY GAMES FOR HALLOWEEN!

When the witching hour is upon you, and the spirits of good and evil walk abroad with ghosts, goblins and people in unnecessarily pointy hats; when shadows fall and the spirit of Halloween filters in through every chink; when the graveyard is alive with bloodcurdling screams and monsters lurk on every corner… well, we all fancy a bit of a lark about with scary games, don't we? Here are some classic creepy cartridges, alongside some of the more horrific recent releases. If these offerings aren't enough for your twisted little minds, investigate our Scooby Doo preview on page 10 and the low-down on the Buffy game on page 21. Happy haunting!

Halloween Racers

There's something strange...



And it don't look good! Ever get bored of your typical racing game, with what looks like pieces of cheese haring round dull tracks for the usual time checks? *Halloween Racers* offers a very different racing challenge. You get to play a medieval knight, wicked witch or scary scarecrow as you take on the racing challenge against other eerie competitors, from mystical Ancient Egypt to the Red Planet of Mars!

Halloween Racers some vicious competitors to race around four 'different' courses, along with a bunch of power-ups. Any kind of originality connected to a racer is always a treat, but this game has about as many hidden thrills as a boiled egg. It's hilariously easy, and the range of play options is tiny. Thank the dark lord himself that there are so many other options if you fancy a horror gaming session…



With one too many defeats, the future looks bleak and rainy. But this is the best sight to see in this game.



When the pumpkin's eyes glow green, it's time to put the pedal to the metal. Or just fly straight ahead.



Believe it or not, but that white splodge on the horizon actually turns out to be a scary ghost! Wooo!



TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Not amazing, but quirky. ★★★★

SOUND! So bad it's scary! ★★★

PLAYABILITY! It's a general racing game. ★★★★

LASTABILITY! Not weird enough to last long. ★★★

OVERALL! % 50

ABOUT AS SCARY AS LOSING YOUR KEYS!

Casper

The friendly ghost - no gory murders here then!

The Game Boy Color game to tie in with the original Casper movie is a fun, bright role-playing adventure of friendship and cartoon capery – hardly the spine-chilling stuff of Halloween, but there is a ghost in it. As everybody's favourite spook, you





This is the kind of ghost who won't possess your body and scratch your eyes out in the night!

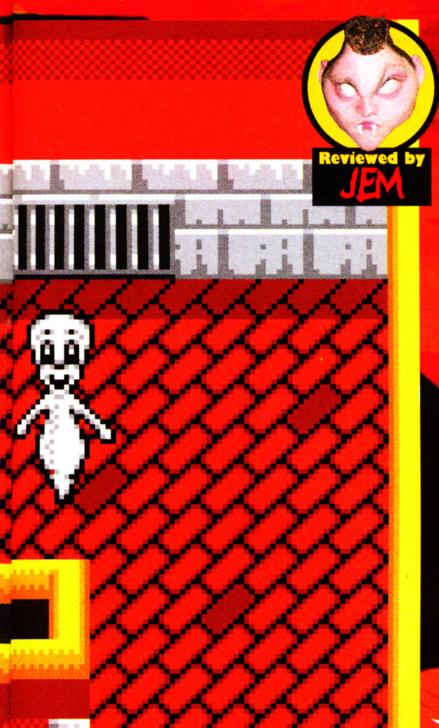
make your way around the haunted house looking in cupboards and unlocking doors to pick up gifts for the little girl living in your house. There's also the danger of running into one of your three nasty uncles – Stinky, Fatso and Stretch. Just like the old Sega Saturn release, there are oodles of chilling puzzles to be solved on your adventures, with the emphasis on exploration rather than blood-pumping action. But it looks and sounds good, and wiles away a few spooky Halloween hours.



This game might be difficult to find in this country, but it's a classic puzzle style adventure.



But he will tell you the most pointless bits of information, all the time. Which is annoying.







You see the little naked chap with a beard? Well, he sees ghosts – ALL THE TIME! And a few goblins as well, hence the title. Watch out for the red thing!

Things going bump in the night? Get your sword!

Ghosts 'n Goblins



Love it or loath it, *Ghosts 'n Goblins* really was a landmark in platform gaming. This arcade classic invented most of the old clichés that annoy us all about modern platform games – moving platforms, tricky ladders and regenerating enemies – but it can be forgiven, because this is the original! As the usually naked but nonetheless brave Knight, you have to traverse hideously haunted treacherous plains populated by zombies, ravens, fly traps and big nasty flying demon things. You must try to hold on to your protective armour and stab the supernatural villains with your sword. The GBC version is totally true to the arcade original, and is a great buy for horror freaks and fans of classic arcade games. Be warned though – the difficulty level will make your hair stand on end!





If you go down to the woods today... you're actually quite unlikely to bump into a hunchbacked freak picking up potions. Unless you live in an odd neighbourhood.

Phil and Egor get up to ghoulish mischief!



Toonsylvania



When Dr Vic Frankenstein leaves his assistants Phil and Igor alone in the lab, it's only a matter of time before things get out of hand. Before you know it, Phil's exploded and it's left to you, as Igor, to pick up the bits before Vic finds out!

Toonsylvania is a crazy cartoon-style adventure, and it has more to the gameplay than just legging it to the right of the screen until you reach the goal. The Ubi Key options mean you can get more out of it, and if you're a regular Ubi Soft game buyer and are on a real puzzle-style collecting spree, this is a fast and funny ride. The graphics and sound are great, and there's a real challenge in it. The supernatural enemies that Egor comes up against don't exactly curdle your blood, but hunchbacks can have fun too!



I DO, I LOVE 'EM!

CREEPY CLASSICS

Reviewed by JEM

There are many more spooky thrillers out there for the old black and white Game Boy. Check out your local antiques shop to see just how playable they still are!

Addams Family 2

Year: 1992

Pugsley's Scavenger Hunt was far better than the first Addam's Family game, with the freaky little fellow fighting against mummies, werewolves, witches and a whole host of nasty monsters in his struggle to save his family.



OVERALL 80%

Kid Dracula

Year: 1993

However the Prince of Darkness, Vlad Dracul, managed to have a son is beyond us, but here the cheeky bloodsucker is in his own fun adventure, flapping around platform levels and avoiding vampire bats and Frankenstein monsters in his bid to be as bad as his dad.

OVERALL 66%

Ghostbusters 2

Year: 1991

When Peter, Egon, Ray and Winston returned to the silver screen, the videogames started pouring out, and the Game Boy tie-in was by far the most fun game! You play any two of the four fearless Ghostbusters as you make your way through New York, blasting spooks with your proton pack!



OVERALL 90%

Dr Franken 2

Year: 1993

One of the odder Halloween games, *Dr Franken* and its sequel allow you to take on the role of a Frankenstein-style monster, running around your creator's castle picking up objects and avoiding bizarre and terrifying monsters. Still disturbingly playable!



OVERALL 82%

Bram Stoker's Dracula

Year: 1992

In this spooky adaptation you play Jonathon Harker, battling through Transylvania in an attempt to rid the world of the vile villainous vampire Vlad Dracul, before he can get his claws on your wife, Mina. Tough, terrifying Halloween fun.



OVERALL 72%

QUICK TIP! You can kill anything by crouching by the side of the screen in just the right staking position, but for big villains, slap 'em about a bit before staking them.

More Halloween thrills await you in beautiful Sunnydale!

Buffy
The Vampire Slayer

NINFOMATION

How much?	£24.99
From who?	THQ
Whenz it out?	October
Kind of game?	Platform



Garlic, holy water and crucifixes are yesterday's news. If you're really going to rid your neighbourhood of those sharp-toothed party poopers known as vampires, who you gonna call? Only the most famous killer of the undead since Peter Cushing packed up his stake!

Slaying With Attitude!

With a multicultural event planned in the town of Sunnydale, it's not really that surprising that a legion of vampires from all over the planet have descended to bring about the end of the world as we know it. It's equally unsurprising that when it comes to foiling their diabolical plans, there can be only one answer: Buffy, the vampire slayer! This gruesomely cool new game is based on the latest season of the TV show (two seasons ahead of us in Blighty) and practically all the characters are present and correct including Willow, Xander, Giles, Angel... but it's Buffy you play as you travel around campus wiping out foreign demons.



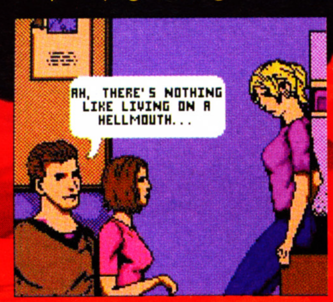
No, it's not Double Dragon, he got big pointy teeth, mister! And he don't have no reflection! No, sir!



The guys failed to notice that Willow had had her lips ripped off and eyes pulled out by an evil Demon.



Buffy prepares for another pleasant evening kicking the undead stuffing out of the children of the night.



These inserts capture the spirit of the show like a picture of a sprout captures the spirit of Christmas.

No Sharp Teeth Allowed

The popularity of the fantastic BBC 2 series is such that this game can't help but be a smash hit, especially coming out just in time for Halloween. Also, the whole idea is perfect for a videogame, with endless opportunities for super-cool battles and problem-solving. Unfortunately, this game doesn't quite use these possibilities to the full.

The graphics and sounds are great (although they've missed out the theme tune!) and if you're after vicious battles involving all sorts of evil demons, coupled with the smart-ass humour of the show, you won't be disappointed. But the puzzle element is virtually non-existent, the gameplay being more of a cross between *Ghosts n' Goblins* and *Double Dragon*. As a straightforward fighting game, however, it is outstanding, especially the many sleek slayer moves that you can pull off on your mission. Without a doubt Buffy fanatics, beat-'em-up lovers and anyone with a passion for defeating evil will love this spooky game.

Jem

Reviewed by **JEM**

2ND OPINION
I'm Scared!

Hmm... I'm not the biggest Buffy fan in the world (far too jealous of Sarah Michelle Gellar for that) but I was quite looking forward to some crazy vampire slaying in this game. Sadly, I was a bit disappointed. Buffy certainly looks good, and she's got some pretty nifty moves under her size eight belt, but wandering about slaying vampires just gets a bit samey after a while, and there really doesn't seem to be that much to it. Still, Buffy fans and those who enjoy a good scrap will probably enjoy it!

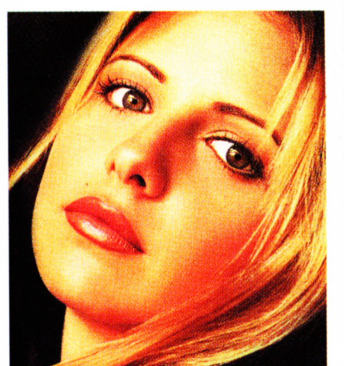
Karen



Why do all the vampires in this game wear such vile loud suits? Hardly blend into the night, do they?



There Can Only Be One



As long as there have been demons, there has been the Slayer. One girl in all the world, a chosen one, born with the strength and skill to hunt vampires and other deadly creatures, to find them where they gather and to stop the spread of their evil and the swell of their numbers. A Watcher serves by finding the next Slayer, leading her on her path. It is the destiny of the Watcher to guide the Slayer.

This world is older than any of you know, and contrary to popular mythology, it did not begin as a paradise. For untold aeons, demons walked the Earth; made it their home – their hell. In time they lost their purchase on this reality, and the way was made for the mortal animals. For man. What remains of the Old Ones are vestiges: certain magicks, certain creatures... and vampires.



QUICK TIP! Different creatures activate different parts of the screen. Just because you unsuccessfully try something with one of the prehistorics, doesn't mean you shouldn't try with another!

A game of friendship and teamwork amongst ancient ancestors...

Disney's Dinosau

NINFOMATION

How much?	£24.99
From who?	Ubi Soft
Whenz it out?	October
Kind of game?	Adventure



Reviewed by JO

During *Dinosaur*'s introduction we are treated to realistic, animated dinosaurs roaming the Earth, silently telling the story of why Aladar befriends the lemur family. This immediately gives you a feel for the excitement that the game encapsulates. The 3D graphics make the game look enticing and you'll find yourself determinedly playing to the best of your ability.

As you roam around on your dinosaur trek, there are various items to collect. Many of these come in the form of flowers: red ones will help to heal herd members, whilst the purpose of gathering the white variety is to collect points.



This red 'tube' is very important! Don't ignore it!

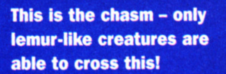


Instructions like these help you along your way!

"You need the joint efforts of all the creatures to get you through all 14 levels of the game!"



Red doesn't always mean danger! These flowers have healing cool qualities – nice!

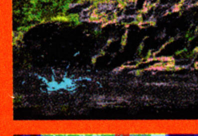


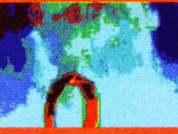
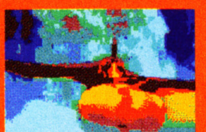
This is the chasm – only lemur-like creatures are able to cross this!

Long, Long Ago

This game is obviously based in prehistoric times (you know this because it's called *Dinosaurs*). In the introduction you are able to see some of the strange creatures that roamed, swam or flew the expanse of the Earth in Mesozoic times. Rather gruesome looking, aren't they?





Hit That Spot!

If you pick lots of white flowers, this increases your game-playing skills. When you hit a red spot, you call up another herd member who has the relevant skills to pass obstacles or fight enemies, which other dinosaurs may find difficult. It's no good just treading on the red spot either – you have to have found the character first! As you progress through the levels, so the number of dinosaurs you need to find increases.

There are all kinds of problems to overcome on each level. The reason these creatures face such dilemmas is because a meteor has collided with Earth and destroyed their island, so they have no choice but to make the journey over to the mainland. The heroes of the game include Aladar, Zini and Flia – if you've seen the film you will know all about these creatures. You need the joint efforts of them all to get you through the levels, of which there are 14 in total!

Springs And Stomps

Dinosaur's graphics are fantastic. The lemur, Zini, springs along the path, just like lemurs should, whilst in contrast, the Iguanodon called Aladar stomps across your screen in true dinosaur fashion. Once you have found extra heroes you can choose which you want to use in a

The Game Boy Color Test-o-meter! Hum Dinger!

These posts mark the end of level 1! Phew – made it!

2ND OPINION

Jurrasic Lark!

Although *Dinosaur* is a cut above other tired Disney spin-offs – you know, scrolling platform, vines, lava and so on – it's not as compelling as it could have been. If you love the movie, or like any game with a bit of puzzle solving to it, however, you're bound to be hooked! Prehistoric fun to really get your teeth into.

Jem

level. This game is all about problem solving – if you're looking for a straightforward point-collecting game, then this one is not for you!

The first few levels appear to be easy, but as you progress you will find it increasingly difficult to find the dinosaurs necessary to move further forward. You also have to solve the problem of how to use each of the game's heroes effectively. *Dinosaur* is extremely captivating and addictive due to the superb graphics and the challenges that arise. Another Disney success story!

Jo

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Like watching a cartoon! ★★★★

SOUND! The bleeps can annoy you! ★★★

PLAYABILITY! Great variety of characters ★★★★

LASTABILITY! Longevity is where it's at! ★★★★★

OVERALL! % 93

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Star Wars: Yoda Stories
Stranded Kids
Sumo Fighter
Super Mario Bros. DX
Super Mario Land
Super Mario Land 2
T
T2: Judgement Day
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Tetris
Tetris Attack
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QUICK TIP! You know it's your service because your character flashes and automatically moves to the correct side of the court. You have to serve before you can move the width of the court.

Play some tennis around the world...

Roland Garros French Open

NINFOMATION

How much?	£24.99
From who?	Cryo
Whenz it out?	Out now
Kind of game?	Sports



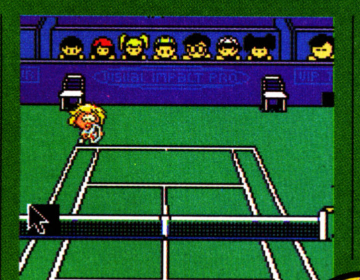
If you like to watch and play tennis, then the likelihood is that you will enjoy playing Roland Garros French Open. This game of tennis incorporates much of what you would expect during any tennis open championships. Depending on your patriotism you can choose the English Open or for variation, you may decide to play tennis Roland Garros's way, the US Championship or the Australian Cup. You can also choose the character you want to be.

PLAYER SELECTION
SYLVIE BEL
JUAN SPA
??????? ???
??????? ???
??????? ???

2ND OPINION

More practice!

Hmm... not bad. Your ultimate reward if you win any of the tennis opens in this game is the cup... and unthinkable amounts of cash no doubt (or is that just in the real game?). However, there are many hurdles to overcome before you're rewarded for your efforts and successes, so This game is about practice and perseverance. You'll have to work hard to become the best Game Boy tennis player.
Karen



Check out the avid audience at the US Championships.

Reviewed by JO

The scoring of the game is displayed on the screen, which keeps you in a competitive spirit – if you see that your opponent has the advantage, it makes you try harder and work up a bit of a sweat trying to catch up and ultimately beat them. However, the famous cries of 'deuce' and 'out' are missing from the game, which makes you want to shout out the scores yourself, just for the sake of authenticity.

Keep that racket down!

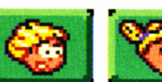
The game is played in exactly the same way as a real tennis match, although obviously you do not have such good control over your racket, which makes it difficult, if not impossible, to do backhand moves. Oddly, it appears to be easier to hit balls when your partner serves them rather than when the service is yours. It takes a fair bit of practice before you get used to the functions of the buttons and the speed needed to position yourself in order to hit the ball.

Graphically, the game is fairly good. All characters are clearly depicted, with the necessary amount of detail. The changes in the setting when you play different opens ensure that you are less likely to become bored, too.

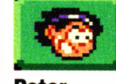
Roland Garros French Open has the potential to become tedious and frustrating if you let it. However, if you are a keen tennis player you will be used to the repetitiveness and will therefore find this game a challenge, particularly if you choose the highest difficulty setting.
Jo

The best bashers

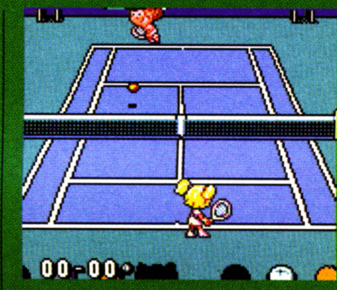
Estella, Heidi, Juan, Peter and Sylvie are the cool characters that you can chose from in each open. What lookers!


Estella

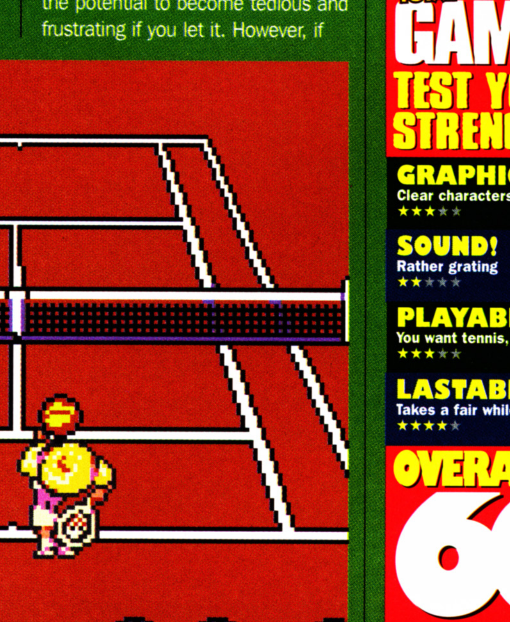
Heidi

Juan

Peter

Sylvie



Tennis court or swimming pool? This is the court used for the Australian Cup.



Strategically poised to serve in the French Open.




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GROOVY!
YEAH BABY!
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TOTAL
GAME BOY
POSTER! COLOR
"ZOINKS!"
SCOOBY-DOO!



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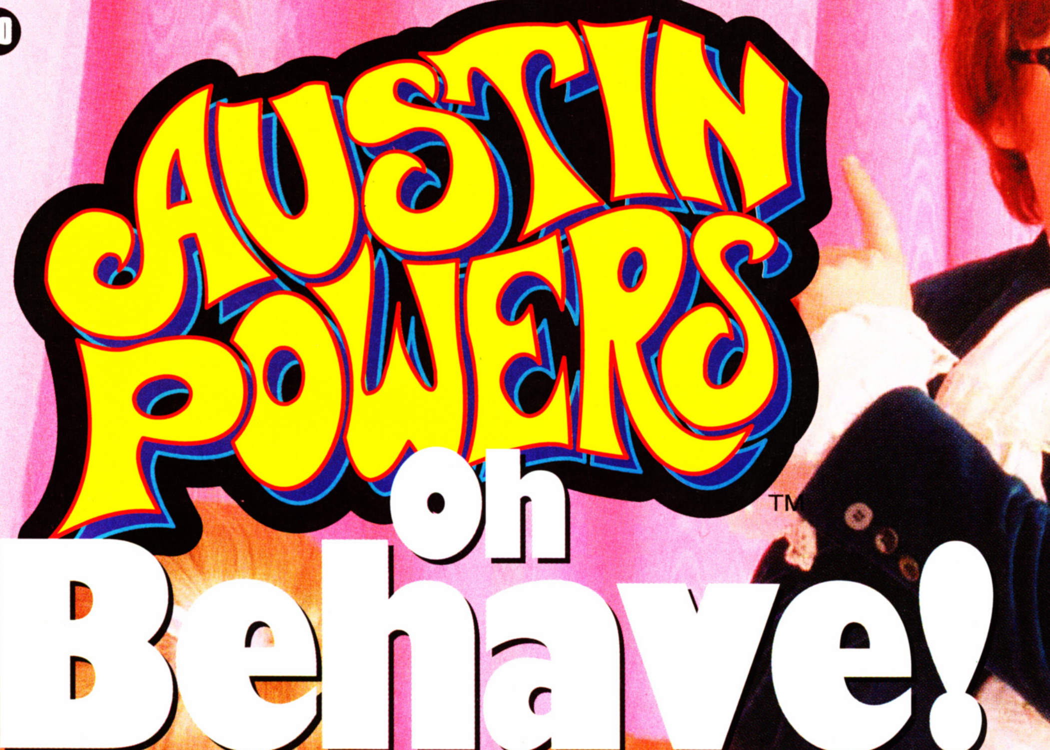
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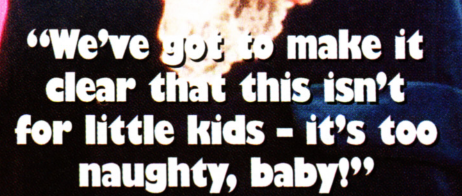
QUICK TIP! Tell your friends to buy this game and your enjoyment is increased tenfold! Once you're both swinging with the cart, you can email each other gifts, backgrounds and more!

Austin Danger Powers: The International Man of Mystery splashes onto the Game Boy, baby!



Oh Behave!

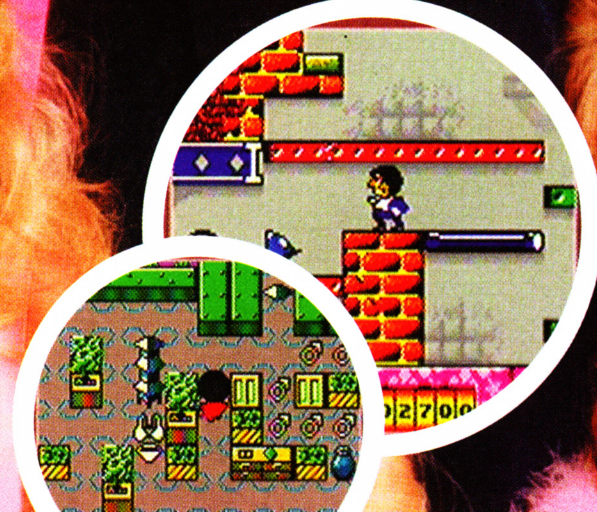
Reviewed by JEM

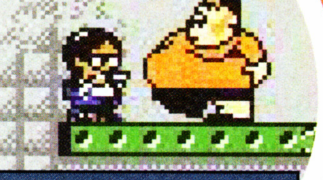


"We've got to make it clear that this isn't for little kids – it's too naughty, baby!"

The Great Boy Color Test-o-meter! Hum Dinger!





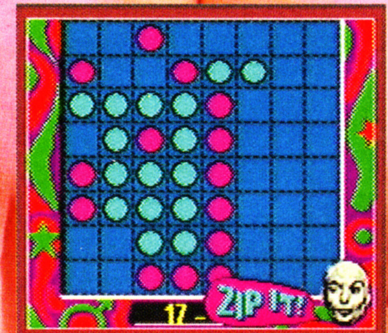


NINFOMATION

How much?	£24.99
From who?	Rockstar
Whenz it out?	Out now
Kind of game?	Unique







4Wins 4Wins




The International Platform of Mystery game is the one thing you'd expect from a movie tie-in. But this is just one little piece!

Now you can step into swinging London and train to be the funkiest, grooviest, most shagadelic secret agent in British Intelligence with the astounding Austin Powers personal portable computer. It's just gotta be your bag, baby!

Austin Powers: Oh Behave has to be the most smashing idea since bread was put into a slicer and sold. It would have been so easy to have thrown together a vaguely groovy platform game full of bits and bobs from the International Man of Mystery's past conquests, but this cartridge really is something else, baby. What those clever people at Tarantula have done is create the first ever portable Game Boy Color PC – the Austin Powers 2000, incorporating FAB-DOS, converts your reasonably groovy Game Boy into a fully functioning shagadelic workstation, baby!

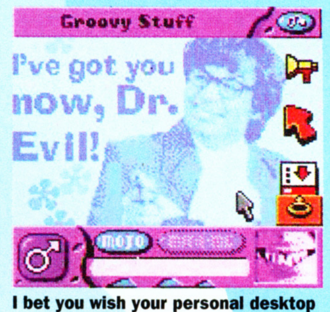
Will This Make You Horny, Baby?

When you slip this smashing little cartridge into your console, you're setting off down the road to being a groovy International Person of Mystery yourself. Dr Evil is set on taking over the world, and you're the man that's going to stop him. It's not all driving around in your Shaguar meeting beautiful babes and jet setting around the world, you know! That's just 90% of it. Exposition has given you all the groovy tools you need to do your job. Apart from the shagadelic desktop, with a large number of different funky colour schemes, patterns, sounds and screensavers, there's the shagulator (calculator) Austin's Pad V.1.10, (where you can write files, save them, print them or email them to an equally groovy chum) and the World Wide Web, chock full of useful URLs and info on the Mike Myers movies. You can also mail patterns, sounds and other gifts to friends, and check your secret agent statistics.

But Is It PC?

And that's not all – apart from being able to do loads of things that you can do on a PC, there's also a whole host of fun to be had in the games section too! Three of the games on offer – Mojo Maze, Rock, Paper, Scissors and Domination – are repeated in the *Welcome To My Underground Lair* game, but they're still groovy, baby! Best of all, though, is the extremely funky International Platform of Mystery, which proves just how much you can squeeze into a Game Boy cart – it's an entire crazy platform adventure starring Austin himself. Here you have to work your way from the London Underground to Dr Evil's lair, picking up groovy power-ups and fighting minions such as Fat Bastard and Random Task. This game in itself is worth buying the cart for, although on its own it would have been disappointing, man.

What can we say? *Austin Powers: Oh Behave* is just an absolutely crucial buy for everyone with a Game Boy! No other release before or since has pushed the Game Boy Color's capabilities to such limits. Still not impressed?



I bet you wish your personal desktop looked as smashing as this one, baby, yeah!

Apart from all the totally interactive groovy stuff we've mentioned, you also get smashing sound clips from the movies and even complete movie clips too! It's all too much, baby, and it'll take you decades to get tired of. Okay, so the music could be a teensy bit more groovy, and it has to be made clear that the game's not for little kids, being more than a little naughty, but to be honest, if you're not saving up already then you're just not swinging baby, yeah!

Jem

2ND OPINION

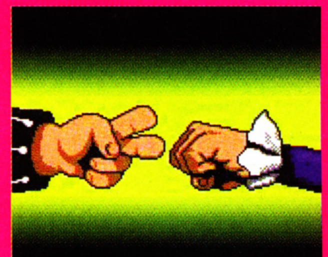
I Like This One!

Transforming your GBC into a PC is certainly a novel idea! It's also a brilliant one, though – there's so much stuff here for you to play around with, you'll be busy for months! The games are all really cool, and you can even pull up a 30-second black and white movie clip taken from the film. With over 80 backgrounds, you can't go wrong! Yeah baby!

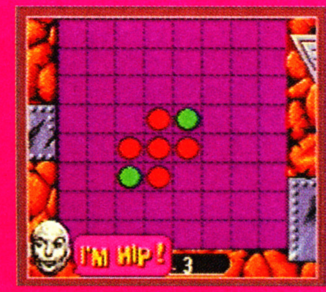
Karen



Apart from International Platform of Mystery, there are other games to keep your Mojo working.



Rock, Paper, Scissors
Take on Dr Evil's complete board in the traditional game – you set the rules, and can play against a pal, but it's not very fair – the CPU can see your moves, man!



Domination
Take on your bald-headed nemesis at this *Othello*-style brainteaser. You've got to surround your enemy's counters and dominate the board if you're going to win.



Mojo Maze
Race Austin around in this psychedelic *Pacman*-style adventure, collecting medallions and upping your Mojo to travel through time foiling Dr Evil's plans.



GRAPHICS! Groooooovy! ★★★★★

SOUND! Sound as a pound, baby! ★★★★

PLAYABILITY! It's freaking me out! ★★★★★

LASTABILITY! It's timeless, baby, yeah! ★★★★★

OVERALL! % 97

EVERYONE TO AUSTIN'S PAD! YEAH!

QUICK TIP! If anything is not to your taste, simply enter EVIL DOS and re-programme the entire set-up. Mwahahahahahahaha... right, that's enough evil laughing.

Ah, I've been expecting you...

AUSTIN POWERS

Welcom Undergro

GET IN MY BELLY LITTLE BABY!



Anything that Austin 'Danger' Powers can do, Dr Evil can do far, far better. I mean, Austin's Pad? Shagulator? Throw me a frickin' bone here, what you want is a real evil computer. A database that allows you to take over the entire world!



Reviewed by JEM



Throw Me A Frickin' Programme!

Welcome To My Underground Lair is your chance to learn how to be truly evil. Not like the Diet Coke of evil – the real thing. Surrounded by his henchmen, the evil Number Two, trusty Mr Bigglesworth and of course, the ever-loyal Mini-Me, Dr Evil is ready to take on the International Man of Mystery in a series of tactical games. You can also use the multi-million dollar research tool for contacting your groovy nemesis or evil ally, and perfect your desktop until it is worthy of your evil organisation. The programs are the same as can be found on *Oh Behave*

NINFOMATION

How much?	£24.99
From who?	Rockstar
Whenz it out?	Out now
Kind of game?	Unique









What Dr Evil's game lacks in grooviness, it makes up for in laughs.

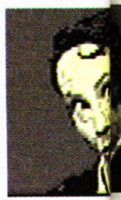




Allow Me



FAT BASTARD
This lardy Scottish glutton takes time off eating and farting long enough to wipe the floor with you.



FRAU FARBIS
Evil little g... screechy t... mother to ... Handy with...

e To My
ound Lair

but with the emphasis on evil. The frickulator allows you to tally up just how much the world leaders owe you, the Evil Launch Pad allows you to write up your plans and send them in top secret and you can also check out your evil statistics or enjoy some diabolically EVIL movie and sound clips!

"The frickulator allows you to tally up how much world leaders owe you!"

NO, MR REVIEWER, I EXPECT YOU TO DIE!

Do You Expect Me To Enjoy This Game? *

Aside from the usual Rock, Paper, Scissors, Mojo Maze and Domination, Dr Evil gets his own entire adventure game in the guise of 'Kin' Evil where you take on the guise of the grandmaster of nasty behaviour as he rides his motor-scooter through a firing line of obstacles. Try to maintain your balance as you set off in your quest to find cat-food for your beloved kitty, Mr Bigglesworth. One inch too far, and both you and Mini-Me are sent flying, leaving the world a horribly groovy place to swing! It's all part of the experience of taking over the world, and it makes this cart very valuable indeed. It's worth at least ONE MILLION DOLLARS! Or £24.99 of anyone's money.
Jem

MEOW! PURRRR! AND THAT.



Only the truly evil will be able to use this desktop pattern and retain their breakfast.



A Great Idea

2ND OPINION

This game is very similar to *Oh Behave*, but the main character is Dr Evil. There are more wacky games to play including Dr Evils' Kin' Evil bike-riding game. This is a top game with loads of humour, and the idea to make it in the form of a PC is brilliant. If there's anyone out there who wants to take over the world then this is definitely the game for you.
Russ

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

Hum Dinger!

GRAPHICS! Diabolically attractive ★★★★

SOUND! You don't like it? Zip it! ★★★

PLAYABILITY! This is not a game. It's war! ★★★★

LASTABILITY! Being evil takes plenty of time ★★★

he-man! / butch! / weakling! / wimp!

OVERALL! % 97

BUY IT, OR FACE THE EVIL CONSEQUENCES!

e To Introduce...

When playing Rock, Paper, Scissors you take on some of the most evil members of the organisation.



SINA
...rman ...ing and ...Scott Evil. ...scissors.



RANDOM TASK
A humourless henchman, Random Task is a tricky competitor at any time so take care!



MUSTAFA
Practically indestructible middle-eastern bad guy who has a history of great pain.



NUMBER 2
He may be the legitimate face of Dr Evil's evil organisation but he plays dirty!

PATTY O'BRIEN
This Irish villain is a pretty nasty chap – he murders for money. Go after his lucky charms!

QUICK TIP! When turning corners, slow down slightly, otherwise you will crash into one of the barriers and fall off your bike. Do this too many times and you will be playing serious catch-up!

A game for motor racing fans everywhere!

Jeremy [M... Su...]



NINFOMATION

How much?	£24.99
From who?	Acclaim
Whenz it out?	Out now
Kind of game?	Racing

Reviewed by JO

"You get to choose the rider you desire, from a selection of mean-looking geezers!"

Racers' Faces

These stubbly blokes can be your alter-egos if you choose them for your racing adventures.

Kevin Windham | Greg Albertyn | Jimmy Button | John Dowd | Travis Pastrana | Jeremy McGrath

McGrath Supercross 2000



If you're looking purely for a racing game with few distractions then *Jeremy McGrath Supercross 2000* is for you… particularly if you like motorbikes! You get to choose the rider you desire from a selection of mean-looking geezers and are able to choose the engine size of your bike to suit your own skill and experience. Before you begin racing you are also shown a helpful ariel view of the track.

This track is Inside Out! But it's not actually inside out!

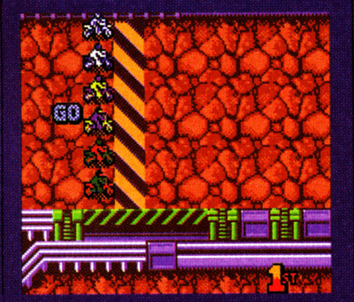




Try facing the right way when turning a corner – it helps!

Loopy Trax

The difficulty of this game depends on how many bends the tracks contain. The first track is called Slightly Loopy and does not require as much steering as future levels. As with any type of racing game, there are various obstacles around the edges of each of the tracks. It is best to try to memorise the positioning of these during the first few laps. This will enable you to prepare avoidance techniques – in other words, turn the bike in time to prevent a crash!







Squeezy Does It – the apt name of the track in the third level. Quite a tricky level to complete.

Take The Fast Track

A problem with this game is that there are few rewards along the way. It would be more interesting and motivating to play if there were some power-ups to collect. This game is based on real motocross courses though, which explains the lack of motivational rewards during the journey. The motivation has to be in the winning! The graphics are not brilliant – if you want to see clear characters, then this is not the game for you!

However, the idea of this game is to encourage the player to race around extremely loopy tracks fast and effectively. If you are an experienced Game Boy racer, then you are likely to enjoy this game as much as any other racing title. Having said that, this game is nothing new, it has very few original qualities and it can become frustrating if you are not used to playing racing games on the Game Boy.

Jo

2ND OPINION

That's My Name!

I can't believe this McGrath bloke has the nerve to use 'Jeremy' on his game – that's copyright me! The game's not that brilliant anyway – it looks okay, but when you're racing around the same boring track for the umpteenth time you really do start to wonder why you're bothering! Racing game fans might enjoy this, but it was all just a little bit too samey for my liking.

Jem



TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! They set the scene ★★★

SOUND! Motorbike-like, really ★

PLAYABILITY! Hard to steer the bike ★

LASTABILITY! Doesn't seem to end ★★★★

OVERALL! 55%

THIS MOTOR MADE ME CROSS!

QUICK TIP! You can take your time and plan out a point-grabbing attack by using pause every now and then.

Coloured dragons bursting balloons... must be Japanese!

Pop n' Pop

NINFOMATION

How much?	£19.99
From who?	JVC
Whenz it out?	November
Kind of game?	Puzzle

From *Bubble Bobble* to *Rainbow Islands* then on to *Bust-A-Move*, everyone's favourite Japanese puzzler stars, Bub and Bob, are the secret to a successful puzzle game. Now they're back in another colourful adventure! *Pop n' Pop* is a classic arcade *Tetris*-style nail-biter involving a whole load of balloons and a fat man in a dragon costume. What more do you need?

We have absolutely no idea what's going on here. Although it does look a little like the Millennium Dome.

Reviewed by JEM



One of the most intriguing aspects of Pop N Pop is the hidden selection of game designer's confessions to various crimes. This is a piece of one of them.

Bubble Bobble, toil and trouble!

All you have to do is match three or more balloons of the same colour, fire them at the cloud and watch them explode. If you get it wrong you'll be engulfed in an avalanche of nasty spit-covered rubber.

Everyone and anyone is liable to get sucked into the addictive puzzles, but in two player mode the action is even better as you strive to survive a continual onslaught of balloons whilst competing against a friend. With 100 puzzles, and a low, low price tag, puzzle fans will be hugging themselves with glee!

Jem



This is addictive fun, but carries a clear warning. You dress up in a dragon costume and stand on a clou whil balloons are fired at you, it is at your own risk. Yo lear





Now this never, or rarely ever, happens. Unless you get food poisoning and hallucinate a lot.



The game selections are carried out by a small yellow thing with wings. He gets paid practically nothing for it.



Fire! line up the green balloons and it's pop-pop-pop, like a weasel listening to A1 in a popcorn stand.

QUICK TIP! Never leave one of your counters on their own, or you are definitely going to be taken. Plan in advance, dude!

Bubble Bursting!

2ND OPINION

Puzzle games are what the Game Boy Color was made for! The kind of game you can have a quick blast on when you're waiting for a bus or on a boring car journey. Pop n' Pop is a classic example too – cute characters, great ditties that play along in the background and infuriatingly addictive gameplay. If you're a seasoned videogame player then you will have undoubtedly come across very similar games in the past, but this new version from Konami has enough new elements and pizzazz to make it work for me!
Nick

Groovy bourgeois gaming on your Game Boy

Backgammon

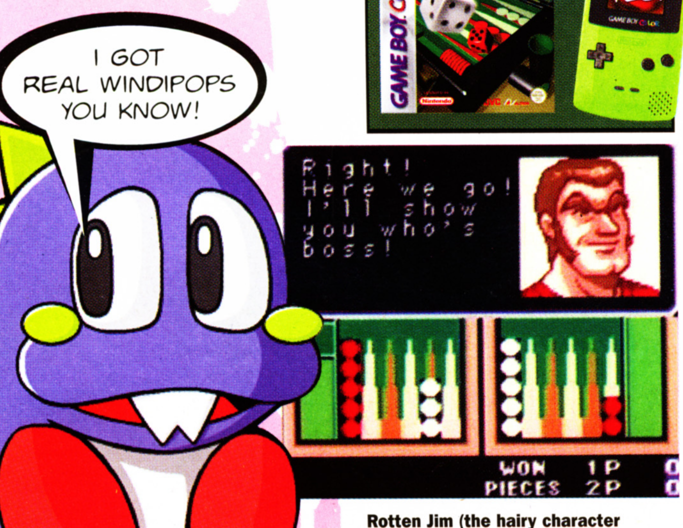
NINFOMATION

How much?	£19.99
From who?	JVC
Whenz it out?	November
Kind of game?	Puzzle

Reviewed by JEM

What can you say when a videogame company goes to the great trouble and expense of creating a Game Boy version of *Backgammon*? If you've never played *Backgammon*, here's your chance. If you love *Backgammon*, you'll love this game!

Why is Jem looking glum? This is a great version of a classic game.



Rotten Jim (the hairy character above) isn't your usual Backgammon type. In fact, he likes nothing better than forcing monkeys to ride motorbikes without helmets. Boo!

Pigs walking backwards

Backgammon is the oldest game in recorded history, played by emperors and nobility since Roman times. A strategy board game stretching back to Roman times, *Backgammon* is a great test of intelligence. The Game Boy Color version has been made as fun as possible, with scarily real people to play against. If that's not good enough, you can hook the console up to another pal via the link cable, settle back with your hookah and some comfy slippers and thrash them!
Jem

I love Gammon!

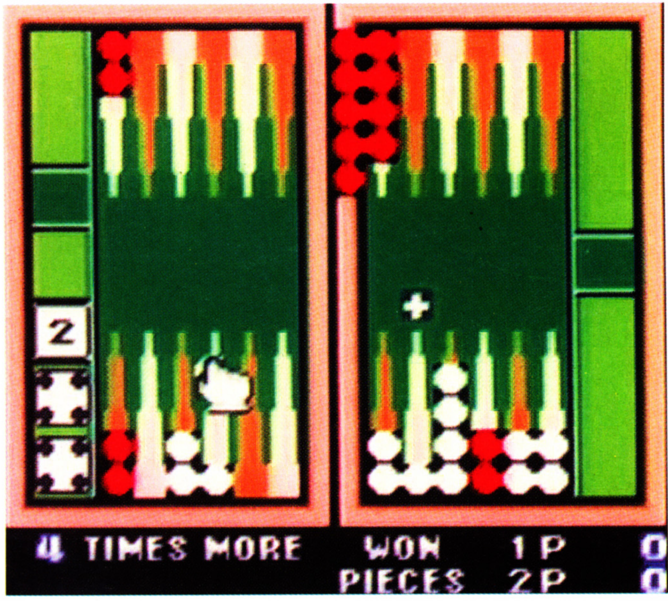
2ND OPINION

What's all this got to do with pigs? I was really looking forward to a great game starring a pig called Gammon! Grr!

Though JVC has tried very hard to make this classic game as much fun as possible it is clear that once you have got to grips with how the game of *Backgammon* works you'll probably want to graduate to the real thing. Though for *Backgammon* enthusiasts with no friends this could be the game that you've been waiting for. Go on, give it a whirl!
Nick

"Backgammon is the oldest game in recorded history"





These pictures may not exactly make you want to stand up and sing Hosanna in excitement, but it's the addictive nature of the gameplay that matters.



QUICK TIP! It's practically impossible to complete some levels without bashing monsters, so use your clubs sparingly and try and collect every bonus before it fades away.

Fred and Barney trundle onto the GBC in puzzle style, but is it prehistoric fun?

Flintstones: Burgertime in Bedrock



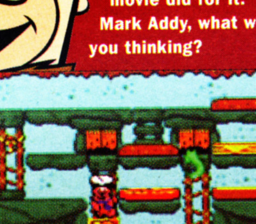
Reviewed by JEM

The two player option is one of the few good things this game has going for it. But first, you have to have friends.



This game does for the Flintstones franchise what, well, what the last Flintstones movie did for it. Mark Addy, what were you thinking?

If you're lucky, your old drooling pal Dino may pop up to help you out by bashing the odd bad guy.



You have plenty of chances to get bonuses. If you can run faster than a leopard rushing for the lav, that is.

NINFOMATION

How much?	£19.99
From who?	Virgin
Whenz it out?	Out now
Kind of game?	Puzzle





Is that some kind of bizarre, prehistoric, culinary minded version of Mario? No. It's not. Oh.

The 'plot' goes something like: 'Fred Flintstone is late for work yet again, so Mr Slate decides to give him special duty, cleaning up his brand new 'Bronto King' burger bar,' but what this lame puzzler actually has to do with Fred, Barney, Dino and the gang could be written on the back of a gnat's wing. And a tiny gnat at that.

Burger Me!

Burgertime In Bedrock is the weakest excuse for a cartoon licence in a long time. You play Fred or Barney as you make your way around a one-screen level resembling the *Donkey Kong* games you used to get on digital watches. Each level is crawling with vaguely prehistoric nasty creatures, and it is your job to amble painfully slowly around, avoiding these like the plague and walking over baps, burgers and cheese slices to make them fall to the bottom and create an entire burger. Each of these pieces can temporarily knock out the monsters, hampering their never-ending pursuit. You must finish the burgers as quickly as possible, scaling ladders in the correct order and knocking the pieces so that you never make contact with a monster.

Yabba Dabba Don't!

To be honest it's just way too difficult, and not interesting enough a challenge to make you want to persevere after you get killed so very easily every time. The graphics are quite good, but it's perfectly clear that this dated, stupidly hard puzzle game was created and the Flintstones characters were simply put in as a cheap attempt to make it sell. Fred should have known better than to put his name to this.
Jem

Seen It All Before

If you're old enough to remember the Eighties, you might have seen this game somewhere before – this is an update of an old classic called *Burgertime* that thrilled arcades back in the days of big frilly shirts and Mrs Thatch.



2ND OPINION

Rubble rock!

It's good to see the old classics coming back again – I don't really remember the original arcade version of *Burgertime*, but I do remember a game called *Mr Wimpy* from the Spectrum that used the same idea. It was great fun! But that was in the days when a coloured block on the screen was a revelation! This Flintstone incarnation has the best of intentions, but sadly has been made really tough by dodgy controls and awkward layouts. It looks nice though!
Nick



QUICK TIP! If you're running low on health and weapons, memorise which baskets contain what bonuses, exit the screen and on your return they are all full!

The cutest budgie in the west swoops in on his very own GBC platform adventure!

Tweety's High Flying Adventure

NINFOMATION

How much?	£24.99
From who?	Kemco
Whenz it out?	Out now
Kind of game?	Platform



Here's a puzzle. If you need a cartoon character to travel around the world collecting cat paws for charity, which in itself is rather cruel, which one would you pick? Well, Tweety Pie, the camp little yellow weakling, may not be first choice, but it is he that has to complete this sick task to save an orphanage or something.



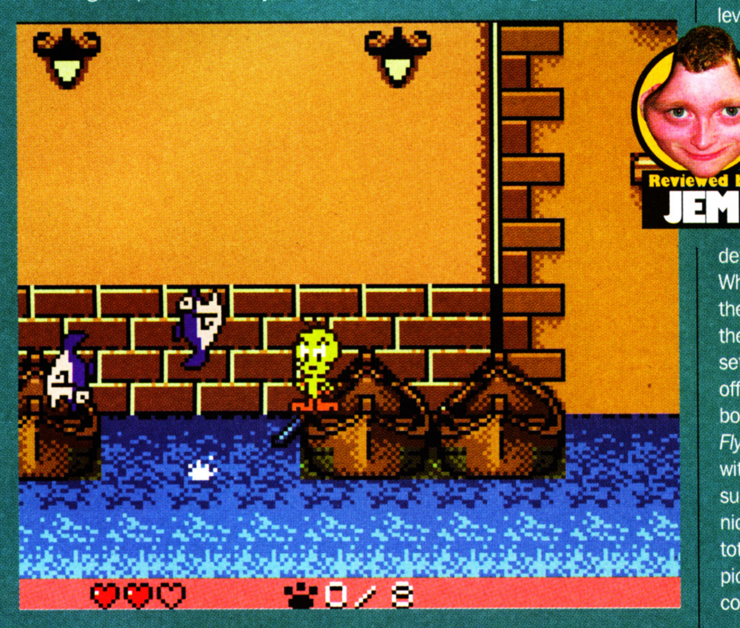
The Egyptian level is bursting with clever hidden traps and extra bonuses. And decomposing bodies.



I taw I taw a putty tat! I did! I did! I taw a ruddy great big one with a human head and a silly hat.



While Tweety is on his globetrotting mission, Lola Bunny is following his every move on her TV special.



Reviewed by JEM

I Taw I Taw A Platform Game!

When Granny sends Tweety off on his global mission you find yourself flapping around different scrolling levels, from Ancient Egypt to the streets of London Town, avoiding pesky villains and looking for unsuspecting cats to bash and de-paw. On the way, you'll naturally run into the entire Looney Tunes gang, from the helpful to the downright dethpicable putty-tat Sylvester. When you first start the journey the trickiness of each battle and the more-than-familiar platform set-out make you want to switch off and go and do something less boring instead. But *Tweety's High Flying Adventure* is worth sticking with. The graphics and sounds are suitably up-beat and quirky and it's nice to see that every level is totally re-designed, with differing pick-ups and enemies in every country you visit.

I Did! I Did See One Of Them!

On the other hand, although the game is compelling, it only takes an afternoon to complete and then you're a bit stuck. This is no title to buy if you want a really involving, clever game, but if you fancy a quick bit of fun with your GBC, you could do worse than taking on the little yellow get.

Jem



Imagine a time when cats walked around in pullovers and dandy hats. What a waste of time that would be.



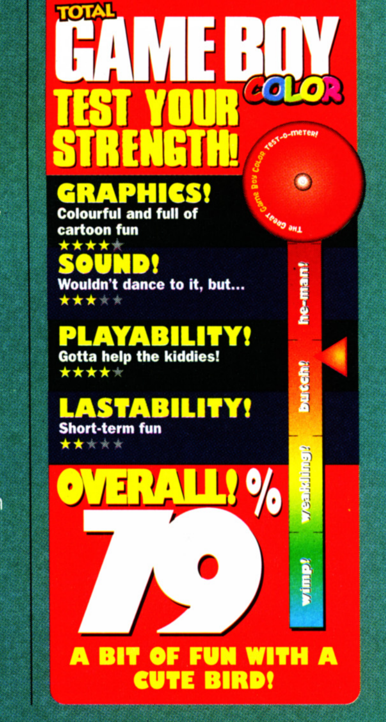
Not only can Tweety jump and flap his wings occasionally, he also has the ability to stand on flower tubs.

2ND OPINION

Pretty bird...

We all know that platform games are ten-a-penny on the Game Boy, but they still have a place in the release schedules, and seem to be the one of the best selling genres! This Kemco creation starring Tweety is definitely aimed at the younger end of the scale with simple cartoon graphics and even simpler gameplay.

Nick



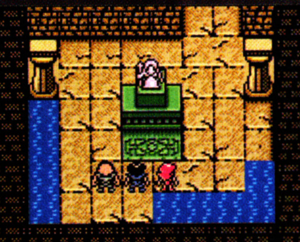
QUICK TIP! A good trick is to explore just after a save. If you lose a lot of energy on a particular puzzle, start again from the save. The second time round you're sure to lose less energy.

Time travel, dodgy translation and a very big sword!

NINFOMATION

How much?	£24.99
From who?	Kemco
Whenz it out?	30 Sep
Kind of game?	RPG





Are you sure this is the same statue that you two found earlier?



Your party is represented by one figure, except when they split to talk.



Well this room looks pretty safe... uh oh! Er... nice wormy!

What would you do if the world as you knew it was a lie? Well... nothing, because how would you know? But what if someone came along and told you that the world was a lie? Would you believe them? Would you take the red pill and forget everything that you thought you knew? Oh hang on... no, that's Neo in *The Matrix*. Sorry, we meant would you trust a strange old man and go on a quest for a fabled sword called the Daikatana? If you were Hiro Miyamoto you would! For Hiro is the hero (presumably no pun intended) of this latest title to hit the Game Boy Color, from the pen of the legendary games-meister John Romero... welcome to *Daikatana*.

Time Bandits

The story goes thus... Many years ago a powerful sword called the Daikatana was created which had the power to warp time. After it had been used to defeat some rather nasty people it was hurled into a volcano to prevent the wrong people getting their hands upon it at a later date... a move which proved remarkably useless because an evil individual called Kage Mishima managed to recover it and set about changing history to make himself supreme ruler of the world (as you do). This is the story Hiro is told, and before you can say, "But wait, isn't time travel rather complicated?" he's off on an eon-spanning quest through time, striving to put right what once went wrong and hoping each time that his next leap... will be the leap home. Er... no, that's not right either. That was Sam Beckett in *Quantum Leap*. Um... suffice to say that Hiro's got his work cut out if he wants to find the sword, save the girl (there's always a girl) and bring peace and normality back to the Universe. Phew!

Time Cop

Daikatana on the Game Boy Color is visually very reminiscent of *Zelda*, with the action viewed through a top-down two-dimensional pseudo-3D perspective that at times can be a little confusing. For instance, it's not always clear what is part of the wall and what is the floor until you try to walk over it.

The game is incredibly enjoyable for all that. It's packed with tons of cut-scenes that further the plot and drop you clues and there are a surprising number of fairly tricky puzzles. It's also remarkably easy to get killed in this game – an event which results in an instant 'Game Over' – but luckily you can save at any point to one of the three save slots on the cart.

Daikatana is a very involving game with some nice characters and a

Daika

Big Brother Daikatana!

***Daikatana* has been out for a while on Nintendo already, having made its appearance on the Game Boy Color's big bro' the N64, even before the PC version was finished! Unfortunately, while the gameplay was good and it had some nice ideas, because of the amount of time that it took to make the game, the final result looked a little dated graphically. Still, if you've got an N64 then you might like to check it out!**











THE GREY BOY COLOR TEST-O-METER! Hum Dinger!

Reviewed by ROY

complex plot. The only real criticism is with the language in the game. A lot of the dialogue has obviously not been translated correctly from the Japanese and as a result, if the time travel plot line wasn't confusing enough before, now half the time the characters end up speaking total rubbish. That said, it does often lend an obviously unintentional moment of humour to the whole thing, which can't be bad! All in all, this is a very impressive game – and it's actually better than the N64 version!
Roy

"Hiro's got his work cut out if he wants to find the sword, save the girl and bring peace and normality back to the Universe!"

tana

Say What?

Originally a Japanese game, *Daikatana* has been translated into English (otherwise very few people in the UK would have been able to understand it, see). However, it does appear that the translation contract obviously went to the lowest bidder because some of the featured dialogue is ridiculously bad! On the plus side, some of it is just downright funny. Try a few of these lines on for size!

"I HAVE TO CONVEY IT ANTICIPATING YOU AS A REAL SAMURAI."

"USAGI FINISHED DAIKATANA AT LAST ENOUGH TO GET SATISFIED WITH ITS POWER."

"HOW COLD HERE! WE'LL BE FROZEN TO DEATH HERE IF WE STAY HERE FOR A VERY MINUTE!"

"YOU COME TO YOURSELF MIKIKO?"

"YOU SHOULD ALREADY GOT DAIKATANA?"

"WHO'S IT?"

"WHAT YOU MEAN MIKIKO?"

"IT'S EXTRAORDINARY ACTUALLY SAME TWO OBJECTS EXIST AT SAME TIME' N PLACE."

2ND OPINION

Grey, Grey, Grey

The disastrous badly translated dialogue is just the tip of the iceberg. The real problem with *Daikatana* is that it's just dull! RPGs these days need to grab the attention with bright colours and original ideas, but this is the worst in plodding pointless gameplay with people going on about honour and swords and collecting keys. There are far more fun things to do than play this – like washing up or doing your homework!
Jem

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Nice backgrounds ★★★★

SOUND! Fairly atmospheric ★★★★★

PLAYABILITY! Actually makes you think! ★★★★

LASTABILITY! Will keep you going a while ★★★★

OVERALL! % 92

TOP RPG-ESQUE ADVENTURE ACTION!

he-man! butch! weakling! wimp!

QUICK TIP! Once you have met up George the Foreman and completed a task, keep an eye on his hand movements, they'll tell you where to go next or what to do!

You've got to work hard, you've got to work...

Construction Zone

NINFOMATION

How much?	£24.99
From who?	Mattel Interactive
Whenz it out?	Out now
Kind of game?	Simulation



If you have ever wanted to get behind the wheel of a huge, mean constructing machine, then this is probably the closest you'll get for the moment.

Reviewed by PAUL

There are 11 CAT machines at your disposal to build and move things with and five mission-packed levels to use them in. Jumping into the role of the driver of these vehicles, you must find your foreman and carry out the specific jobs he has waiting for you. These include moving giant boulders and even making a community swimming pool for the new neighbourhood. Okay, it may not seem like much fun, but there is a certain charm in this game that makes you love every diesel-burning minute of it.



Rollin', Rollin', Rollin'!

If there are any real complaints to be made about the game then they involve the actual handling of the machines themselves. There is a lot of reversing and moving to be done and depending on which direction you want to head off in, the controls change functions. At times this can be a little difficult to get your head around. Also, it's not the most challenging game ever and it's over almost before it's begun.

Still, the game is extremely endearing and if you ever find yourself with a moment or two to spare, it can be easily slipped into for a bit of 'build them up, knock them down' action. It's one of those few games that you can easily fall in love with. Most of all, for the wimp in us all, *Construction Zone* is your chance to do a manly job and feel like your dad!

Paul



2ND OPINION

What a beauty!

I agree with Paul for perhaps the first time in recorded history – *Construction Zone* is a belter of a game. A totally original idea for a game that could have ended up as dull as digging a hole in your back garden – in the rain. Thankfully, it's simply brimming with charm and, although it can get a little repetitive (go pick up log, drop it in hole, repeat and so on), the novel feeling of driving a tractor past a field of cows rather than killing aliens in some futuristic dungeon makes this a brilliant game nonetheless.

Jem

CAT
Machine Stats
Passwords

Make your way from city to country and back again in style, with great big muddy wheels!

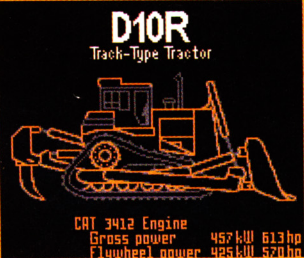
I'm a great big builder, and I'm hard as nails, I don't give a... cor, look! Moo cows! In the field!




Don't you go telling me how to do my job, mate! I've got a great big machine on my side.

Pick A Power Machine!

Eleven different machines? Darn tootin'! You can plough those fields with a Challenger agricultural tractor, shovel rubble elsewhere with a track type tractor or even carry gravel with an articulated truck! It's basically all the same, but you'll love it if you're a truck fan.







QUICK TIP! To go faster on Antarctic Adventure, hold down on your Up button for that extra bit of speed. Also, try to dodge holes, not jump them!

Are the old games really the best?

Konami Collection No. 4



Believe it or not, this platform game is based on a true story. The figure on the left here is Neville Chamberlaine, and the red chap is Hitler. At least we think so.

Reviewed by PAUL

Oh, look at lickle penguin – he fall down mountain... whoosh! Lickle penguin gonna come a cropper.

They always say the old games are the best. Forget graphics, it's the gameplay that counts, right? It seems that Konami is determined to prove all those ideals wrong by dishing out another one of its 'classic' collection carts! Like the previous three, it takes all those nearly long forgotten games that used to take half an hour to load on a Spectrum and gift wraps them for the Game Boy audience.

Fabulous Four?

Thrown into the mix this time around is *Gradius 2*, *Belmont's Revenge*, *Yie Ar Kung-Fu* and *Antarctic Adventure*. This motley crew of games range from platform action through shoot-'em-up to penguin racing madness and there's even a bit of kick chop fun at the end!

It's strange, but when these games originally did the rounds they seemed to be a lot more fun. This time though, the gameplay has been stripped naked and left humiliated for everyone to point at. The only game left with any dignity is *Belmont's Revenge* (a sequel to *Castlevania*) which, although awkward and jerky, still offers some kind of challenge! With the other games, chances are you'll be bored before you even start.

Paul

2ND OPINION

RIP4EVA

The conversion to colour is surprisingly what shows how dated these games are, proving that some things don't survive green-screen technology! Like most trips back to Nostalgia Street, the journey never seems to be worth it in the long run and only seems to ruin whatever happy memories we had of our old gaming experiences!

Jem



The little naked guy with the big nose from the Pink Panther cartoons takes on one of the more jaundiced citizens of Springfield in mortal combat.

NINFOMATION

How much?	£19.99
From who?	Konami
Whenz it out?	Out now
Kind of game?	Compilation

KONAMI GB COLLECTION VOL.4
©2000 KONAMI
COLOR? YES!

I'm just a little ship, stuck in between two huge battlecruisers. At this rate, I'll never get to the front of the queue for an S Club 7 autograph!







Barking!

Dear Total Game Boy Color

Since your magazine came out last year I have bought and read every issue. It's thanks to your magazine that I have such a good selection of Game Boy Color games, which includes the brilliant *Pokémon Yellow* and *Super Mario Bros Deluxe*. After reading Issue 10 of the mag I was influenced to draw a picture of a Game Freak, which I sent in hoping you would print it in Issue 11. When I got my hands on Issue 11 I turned straight to this page and saw my piccy with the name Sam BARBER next to it. I was greatly disappointed as my name is Sam BARKER. How will my mates believe I got my picture published in your mag now?

Sam Barker with a 'k', Lichfield.

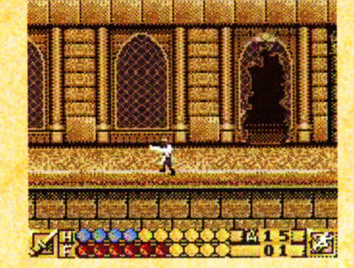
Dear Sam,
By reading this issue! Sorry to have dealt such an apparent blow to a budding artist, but let's hope it doesn't affect your love for the Game Boy Color! Here is that picture again...



Sponsored by...

XPLODERGB

The best letters and pictures each month will win the sender a groovy XploderGB from our friends at Fire – so get sending!



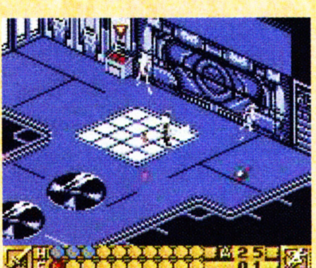
Use The Force!

Dear Total Game Boy Color

Scanning the magazine shelves for a mag to help me with buying games for my new Game Boy, there weren't that many titles to choose from, but I bought yours because it had *Toy Story* on the front. It turns out I made the right choice! Thank you for helping me with what to buy and what not to – without you I'd have wasted lots of lovely lolly. When will I be able to get the new *Star Wars* game for Game Boy Color? After *Yoda Stories*, I can't wait to see what comes out! Keep up the cool work, folks!

Chris Dale, Borth

Dear Chris,
Thanks for all that ego boosting, Chris – it really cheered us all up in these dreary autumn days, and we're glad to have saved you a bit of cash! If you take a look at the previews section, you'll read all about the brand new *Star Wars* title from THQ – *Obi Wan's Adventures*! It looks a bit different to *Yoda Stories*, but no *Star Wars* freak's going to be able to resist it!





Big Nuts!

Dear Total Game Boy Color

Please, please, please can you tell me whether *Conker's Bad Fur Day* is going to come out for the Game Boy Color? I've heard all about it for the N64, and it looks like the most cracking thing out this year! What other games allow you to wee over demons and blow teddy bear's heads off! Yeee-ha!

Charlie Vartun, Asker

Dear Charlie,
Bloodthirsty little so-and-so, aren't ya? Yes, *Conker's Bad Fur Day* does look like amazing fun, but it's definitely not for the weak-hearted! Bursting with bad words and stuff that is definitely not for kids! Anyway, there are no plans to bring the game out for a hand-held console at all, I'm afraid. But, with *Little Nicky* due out soon with a Mature rating, who can tell... lock up your kiddies!




TOTAL GAME BOY
SCRIBBLINGS!
45
SEND YOUR LETTERS AND PICTURES TO... SCRIBBLINGS, TOTAL GAME BOY COLOR, PARAGON PUBLISHING, ST PETERS ROAD, BOURNEMOUTH, BH1 2JS
Is that a Tiger ?
PIKACHU
George Matthews
Kirsty Atwell
Game Boy Printer Pics!
Thanks to George Matthews for his Pikachu picture above, and these brilliant Game Boy printer snapshots. Here we see his dogs, him and his sister and his mum and dad – only slightly altered!
Matthew Clark
Sam Gator
Liam Williams
Alam Tynon
#25

Help!



QUACK!

Dragon Warrior Monsters

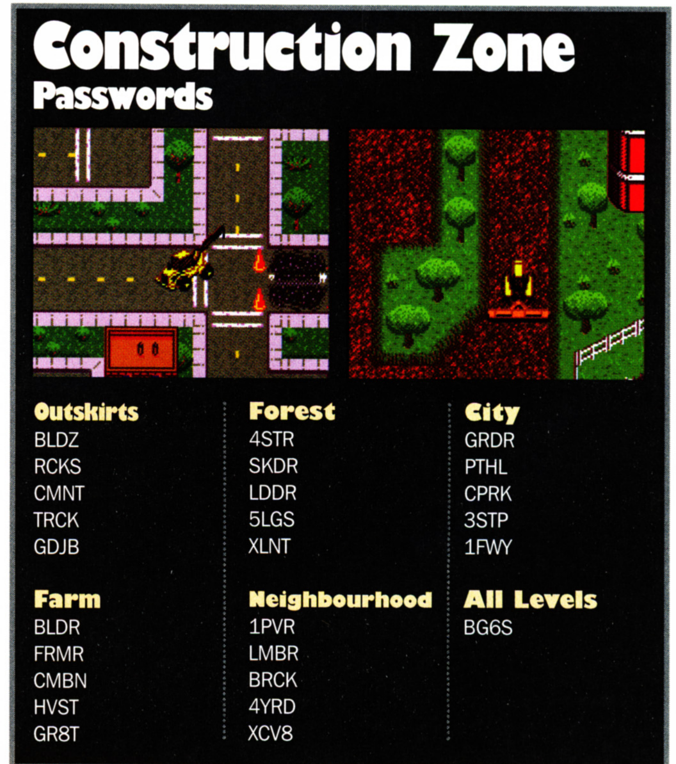
Secret Gates

- When you are in the Well give the scientist a monster that knows a lightning attack.
- In the Bazaar give the guys in the lower right corner a monster that knows a fire attack.
- After beating Battle Rex go to the right of the Shrine of the Starry Night, then beat the Goopi five times in a row.
- After beating Battle Rex there will be a Traveller's Gate in the upper-right corner of the Monster Farm.
- When you get your Zap Bird from the Metal Man, talk to the Metally. He will then give you a Traveller's Gate.
- In the Library, you must have had at least 100 monsters. You can then talk to one of the assistants and she will open up a room for you.
- After beating the Starry Night Tournament, go right and left from the Egg Blesser, then beat the Goopi five times in a row.
- After beating the Starry Night Tournament, go to the Bazaar that is located near the other hidden gate, then show the guys a monster that knows 'Yell'.
- After beating the Starry Night Tournament go to the room with the guy that won't let you go to his Traveller's Gate. Read the bookshelf with the journal in it, then talk to the little girl and she will talk to her grandfather. After showing the grandfather a goldslime, he will let you use the gate.



Construction Zone

Passwords



Outskirts	Forest	City
BLDZ	4STR	GRDR
RCKS	SKDR	PTHL
CMNT	LDDR	CPRK
TRCK	5LGS	3STP
GDJB	XLNT	1FWY

Farm	Neighbourhood	All Levels
BLDR	1PVR	BG6S
FRMR	LMBR	
CMBN	BRCK	
HVST	4YRD	
GR8T	XCV8	



Send us your own cheats and we'll give you the credit...

Help!,
Total Game Boy Color,
Paragon Publishing,
Paragon House,
St Peter's Road,
Bournemouth BH1 2JS

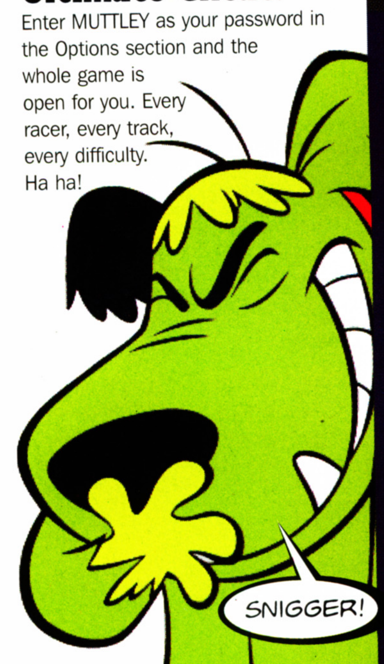
Wacky Races



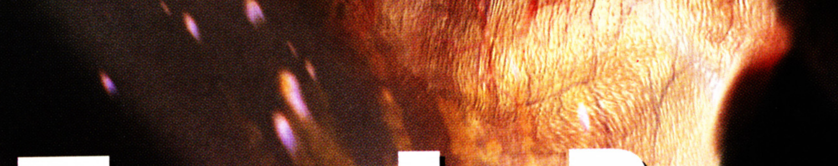


Ultimate Cheat!

Enter MUTTLEY as your password in the Options section and the whole game is open for you. Every racer, every track, every difficulty. Ha ha!



Turok 3: Shadow of Oblivion







Carnage Codes

These are entered into the Password screen using the A button. When completely entered, press the A button again. The unlimited ammo and unlimited lives cheats will give you no confirmation that they work after you enter them but their effect should be apparent once you start the game.



Unlimited Ammo
ZXLCPMZ

Unlimited Lives
FJVHDCK

Skip Level
XCDSDFS

Level Passwords

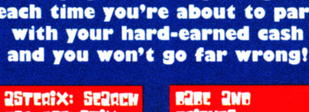
Sick of playing through levels as if this were a game? Enter the following *Turok 3* passwords into the Password screen to skip around the game at will. After you enter a password using the A button, press the A button again to enter the level you chose.

Easy Difficulty		Medium Difficulty		Hard Difficulty	
Map 2	SDFLMSF	Map 2	VLXCZVF	Map 2	CJSDPSF
Map 3	DVLFDZM	Map 3	DPSDCVX	Map 3	CMSDKCD
Map 4	VFDSGPD	Map 4	ZMGFSCM	Map 4	SPFPWLD
Map 5	CSDJKFD	Map 5	HWKLFYS	Map 5	TPDFQGB

Know Your Games!

THE COMPLETE LISTING OF GAME BOY COLOR REVIEWS!

Here's the complete listing of every game ever reviewed by Total Game Boy Color! Use these pages as a buyers' guide each time you're about to part with your hard-earned cash and you won't go far wrong!

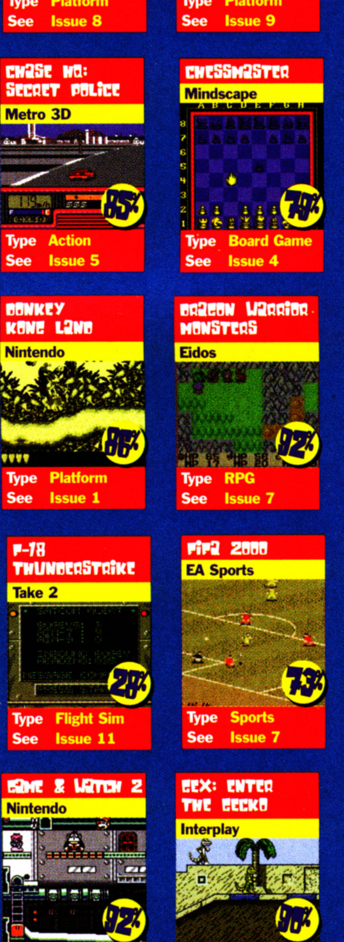
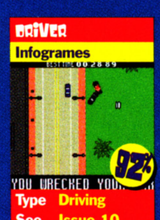














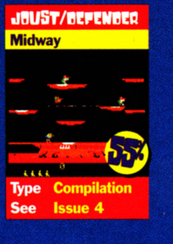














Game	Publisher	Score	Type	See
720°	Nintendo	43%	Arcade	Issue 3
A Bug's Life	THQ	58%	Platform	Issue 2
Alfred's Adventure	SCi	88%	Platform	Issue 11
All Star Baseball 2000	Acclaim	86%	Sports	Issue 4
All Star Tennis '99	Ubi Soft	88%	Sports	Issue 5
Antz	Infogrames	75%	Platform	Issue 5
Asterix: Search for Dogmatix	Infogrames	80%	Platform	Issue 10
Babe and Friends	Crave	70%	Puzzle	Issue 8
Barbie: Ocean Discovery	Mattel	58%	Adventure	Issue 7
Battleships	Take 2	78%	Strategy	Issue 5
Beauty and the Beast	Disney	68%	Board Game	Issue 6
Black Bass Lure Fishing	Majesco	78%	Sports	Issue 5
Bubble Bobble Classic	Taito	90%	Platform	Issue 8
Bugs Bunny in Crazy Castle 4	Kemco	47%	Platform	Issue 9
Bust-A-Move 4	Acclaim	95%	Puzzle	Issue 4
Carmageddon	SCi	36%	Racing	Issue 8
Catwoman	Kemco	69%	Platform	Issue 10
Catz/Dogz	Mattel	58%	Virtual Pet	Issue 9
Castlevania Legends	Konami	84%	Platform	Issue 1
Centipede	Take 2	74%	Shoot-'em-up	Issue 2
Chase HQ: Secret Police	Metro 3D	85%	Action	Issue 5
Chessmaster	Mindscape	79%	Board Game	Issue 4
Conker's Pocket Tales	Nintendo	92%	Adventure	Issue 3
Cool Bricks	SCi	86%	Puzzle	Issue 11
Cool Hand	Take 2	85%	Card Game	Issue 2
Croc	THQ	97%	Platform	Issue 10
Daffy Duck: Fowl Play	Sunsoft	88%	Platform	Issue 9
Deja Vu I and II	Kemco	90%	Adventure	Issue 8
Donkey Kong Land	Nintendo	86%	Platform	Issue 1
Dragon Warrior Monsters	Eidos	92%	RPG	Issue 7
Driver	Infogrames	92%	Driving	Issue 10
Dropzone	Acclaim	82%	Shoot-'em-up	Issue 3
Duke Nukem	GT Interactive	90%	Platform	Issue 3
Earthworm Jim: Menace to the Galaxy	Crave	80%	Platform	Issue 6
Evel Knievel	Take 2	75%	Action	Issue 6
F1 World Grand Prix	VideoSystem	57%	Racing	Issue 4
F-18 Thunderstrike	Take 2	28%	Flight Sim	Issue 11
FIFA 2000	EA Sports	73%	Sports	Issue 7
Final Fantasy Adventure	Sunsoft	85%	Role-playing	Issue 1
Final Fantasy Legend	Sunsoft	70%	Role-playing	Issue 1
Final Fantasy Legend II	Sunsoft	86%	Role-playing	Issue 1
Final Fantasy Legend III	Sunsoft	92%	Role-playing	Issue 1
Frogger	Take 2	80%	Arcade	Issue 2
Game Boy Gallery 3	Nintendo	85%	Collection	Issue 9
Game & Watch 2	Nintendo	92%	Arcade	Issue 2
Gex: Enter the Gecko	Interplay	90%	Platform	Issue 2
Gex 3: Deep Pocket Gecko	Eidos	87%	Platform	Issue 8
Golden Goal	Tarantula	86%	Sports	Issue 5
Grand Theft Auto	Rockstar	62%	Crime-'em-up	Issue 6
Harvest Moon	Nintendo	93%	Role playing	Issue 2
Hexite	Ubi Soft	85%	Puzzle	Issue 2
Hollywood Pinball	Take 2	64%	Pinball	Issue 2
Hot Wheels Stunt Track Driver	Mattel	85%	Racing	Issue 11
International Karate	Studio 3	92%	Beat-'em-up	Issue 7
International Superstar Soccer	Konami	86%	Sports	Issue 1
ISS Pro '99	Konami	78%	Sports	Issue 5
Jeremy McGrath Supercross	Acclaim	71%	Racing	Issue 9
Jim Henson's Muppets	Take 2	75%	Platform	Issue 9
Joust/Defender	Midway	55%	Compilation	Issue 4
Klax	Midway	52%	Puzzle	Issue 4
Klustar	Infogrames	58%	Puzzle	Issue 3
Legend of the River King	Natsume	79%	Fishing	Issue 4



Logical — THQ — 88%
Type: Puzzle — See: Issue 3



Looney Tunes — Sunsoft — 88%
Type: Platform — See: Issue 2



Looney Tunes Collector: Martian Alert — Infogrames — 90%
Type: Action — See: Issue 10



Lucky Luke — Infogrames — 87%
Type: Platform — See: Issue 4



Magical Tetris Challenge — Disney — 87%
Type: Puzzle — See: Issue 9



Mario Golf — Nintendo — 97%
Type: Sports — See: Issue 6

Maya the Bee — Acclaim — 92%
Type: Platform — See: Issue 4



Men in Black — Interplay — 80%
Type: Shoot-'em-up — See: Issue 2



Men in Black 2 — Crave — 42%
Type: Platform — See: Issue 11



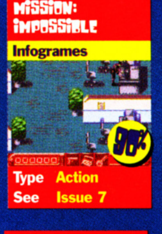
Metal Gear Solid — Konami — 94%
Type: Action — See: Issue 9



Mickey's Racing Adventure — Nintendo — 98%
Type: Racing — See: Issue 7



Micro Machines — Codemasters — 97%
Type: Racing — See: Issue 1



Micro Machines 1 and 2: Twin Turbo — THQ — 93%
Type: Racing — See: Issue 8

Mission: Impossible — Infogrames — 90%
Type: Action — See: Issue 7



Monopoly — Konami — 90%
Type: Board Game — See: Issue 1

Montezuma's Return — Take 2 — 79%
Type: Platform — See: Issue 1



Moomin's Tale — Sunsoft — 82%
Type: Adventure — See: Issue 9



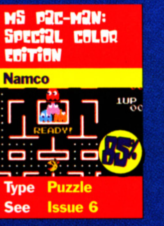
Moon Patrol/Spy Hunter — Midway — 68%
Type: Compilation — See: Issue 4



Mortal Kombat 4 — Midway — 57%
Type: Beat-'em-up — See: Issue 2



Mr Nutz — Infogrames — 70%
Type: Platform — See: Issue 6



Ms Pac-Man: Special Color Edition — Namco — 85%
Type: Puzzle — See: Issue 6



Mystical Ninja — Konami — 60%
Type: Role-playing — See: Issue 1

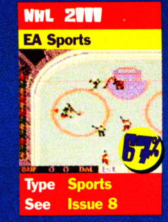


NBA in the Zone — Konami — 48%
Type: Sports — See: Issue 4

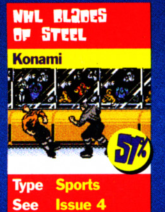
NBA in the Zone 2000 — Konami — 85%
Type: Sports — See: Issue 10



NFL Blitz — Midway — 83%
Type: Sports — See: Issue 4



NHL 2000 — EA Sports — 67%
Type: Sports — See: Issue 8



NHL Blades of Steel — Konami — 57%
Type: Sports — See: Issue 4



Noddy and the Birthday Party — BBC — 72%
Type: Adventure — See: Issue 8



Obelix — Infogrames — 89%
Type: Platform — See: Issue 4



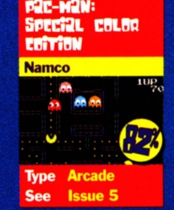
Oddworld Adventures — GT Interactive — 85%
Type: Platform — See: Issue 2



Oddworld Adventures II — GT Interactive — 95%
Type: Platform — See: Issue 5



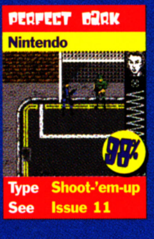
O'Leary Manager 2000 — Ubi Soft — 85%
Type: Sports — See: Issue 11



Pac-Man: Special Color Edition — Namco — 82%
Type: Arcade — See: Issue 5



Paperboy — Midway — 62%
Type: Arcade — See: Issue 4



Perfect Dark — Nintendo — 90%
Type: Shoot-'em-up — See: Issue 11



Pitfall: Beyond the Jungle — Virgin — 87%
Type: Platform — See: Issue 3



Pocket Bowling — Jaleco — 52%
Type: Sports — See: Issue 5



Pokémon Pinball — Nintendo — 65%
Type: Pinball — See: Issue 4



Pokémon Red/Blue — Nintendo — 85%
Type: RPG/Trade — See: Issue 4



Pokémon Yellow — Nintendo — 95%
Type: Strategy — See: Issue 10





Pong — Take 2 — 75%
Type: Arcade — See: Issue 11



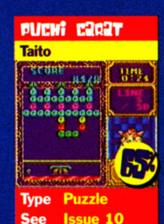
Powerquest — Sunsoft — 85%
Type: Beat-'em-up — See: Issue 1



Prince of Persia — Red Orb — 90%
Type: Platform — See: Issue 4



Pro Pool — Codemasters — 70%
Type: Sports — See: Issue 10



Puchi Carat — Taito — 65%
Type: Puzzle — See: Issue 10



Quest for Camelot — Titus — 84%
Type: Role playing — See: Issue 2



Rayman — Ubi Soft — 92%
Type: Platform — See: Issue 7

Rainbow Six — Red Storm — 92%
Type: Strategy — See: Issue 8



R-Type DX — Infogrames — 85%
Type: Shooter — See: Issue 4



Rampage World Tour — Midway — 58%
Type: Arcade — See: Issue 2



RC Pro-Am — Nintendo — 95%
Type: Racing — See: Issue 1



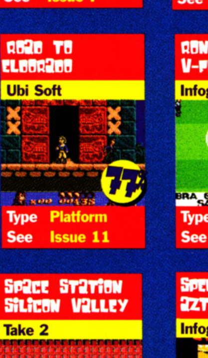
Ready 2 Rumble Boxing — Midway — 73%
Type: Sports — See: Issue 7



Reservoir Rat — Take 2 — 84%
Type: Platform — See: Issue 2



Revelations: The Demon Slayer — Atlus — 97%
Type: RPG — See: Issue 5



Road to Eldorado — Ubi Soft — 77%
Type: Platform — See: Issue 11



Ronaldo V-Football — Infogrames — 65%
Type: Sports — See: Issue 7



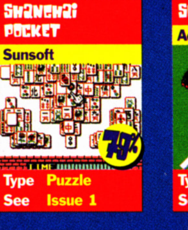
Rugrats: The Movie — THQ — 87%
Type: Platform — See: Issue 2



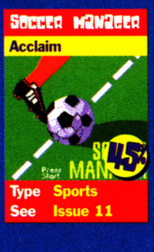
Rugrats: Time Travellers — THQ — 72%
Type: Platform — See: Issue 6



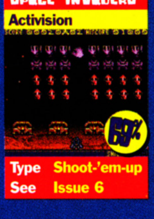
Shadowgate Classic — Kemco — 48%
Type: Role-playing — See: Issue 3



Shanghai Pocket — Sunsoft — 79%
Type: Puzzle — See: Issue 1



Soccer Manager — Acclaim — 45%
Type: Sports — See: Issue 11



Space Invaders — Activision — 69%
Type: Shoot-'em-up — See: Issue 6

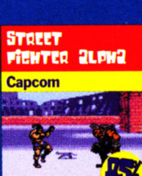
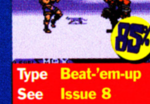


Space Station Silicon Valley — Take 2 — 92%
Type: Platform — See: Issue 5

Speedy Gonzales: Aztec Adventure — Infogrames — 75%
Type: Platform — See: Issue 9

Know Your Games!



Spirou: The Robot Invasion – Ubi Soft – 86% – Type: Platform – See: Issue 10

Spy vs Spy – Kemco – 79% – Type: Arcade – See: Issue 4

Star Wars: Episode 1 Racer – LucasArts – 93% – Type: Racing – See: Issue 7

Star Wars: Yoda Stories – LucasArts – 84% – Type: RPG – See: Issue 8

Stranded Kids – Konami – 79% – Type: RPG – See: Issue 8

Street Fighter Alpha – Capcom – 85% – Type: Beat-'em-up – See: Issue 8







Super Breakout – Take 2 – 78% – Type: Puzzle – See: Issue 2

Super Mario Bros Deluxe – Nintendo – 95% – Type: Platform – See: Issue 3

Super Marioland 2 – Nintendo – 92% – Type: Platform – See: Issue 1

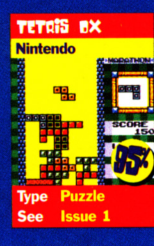
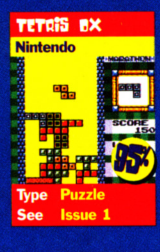
Super Return of the Jedi – LucasArts – 72% – Type: Platform – See: Issue 1

Supreme Snowboarding – Infogrames – 53% – Type: Sports – See: Issue 6

Suzuki Alstare Extreme Racing – Ubi Soft – 72% – Type: Racing – See: Issue 6






Tarzan – Activision – 92% – Type: Platform – See: Issue 5

Tasmanian Devil: Munching Madness – Infogrames – 85% – Type: Action – See: Issue 7

Test Drive 6 – Infogrames – 78% – Type: Racing – See: Issue 8

Tetris DX – Nintendo – 95% – Type: Puzzle – See: Issue 1

The Smurfs Nightmare – Infogrames – 78% – Type: Platform – See: Issue 3

Three Lions – Take 2 – 82% – Type: Sports – See: Issue 5






Tiger Woods PGA Tour 2000 – EA Sports – 43% – Type: Sports – See: Issue 8

Toca – THQ – 92% – Type: Racing – See: Issue 11

Tom and Jerry – Warner Bros – 48% – Type: Platform – See: Issue 6

Tomb Raider – Core Design – 90% – Type: Adventure – See: Issue 3

Tonic Trouble – Ubi Soft – 88% – Type: Platform – See: Issue 9

Tony Hawk's Skateboarding – Activision – 64% – Type: Sports – See: Issue 9






Top Gear Rally – Nintendo – 55% – Type: Racing – See: Issue 3

Toy Story 2 – THQ – 88% – Type: Platform – See: Issue 7

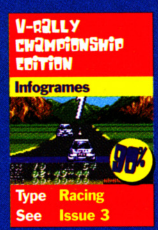
Turok 2 – Acclaim – 48% – Type: Platform – See: Issue 2

Turok: Rage Wars – Acclaim – 78% – Type: Action – See: Issue 6

Tonka Raceway – Hasbro – 37% – Type: Racing – See: Issue 11

Toonsylvania – THQ – 71% – Type: Platform – See: Issue 11





Turok 3: Shadow of Oblivion – Acclaim – 56% – Type: Beat-'em-up – See: Issue 11

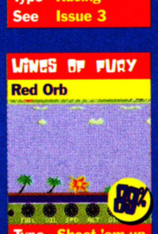
UEFA 2000 – Infogrames – 97% – Type: Sports – See: Issue 11

Ultimate Paintball – Take 2 – 58% – Type: Shoot-'em-up – See: Issue 11

V-Rally Championship Edition – Infogrames – 90% – Type: Racing – See: Issue 3

Wacky Races – Infogrames – 90% – Type: Racing – See: Issue 10

Wario Land II – Nintendo – 90% – Type: Platform – See: Issue 1






Wario Land 3 – Nintendo – 97% – Type: Platform – See: Issue 9

Wave Race – Nintendo – 66% – Type: Racing – See: Issue 1

Wetrix GB – Infogrames – 48% – Type: Puzzle – See: Issue 11

Wings of Fury – Red Orb – 89% – Type: Shoot-'em-up – See: Issue 9

Winnie the Pooh: Adventures in the 100 Acre Wood – Disney – 68% – Type: Adventure – See: Issue 10

World Cup '98 – EA Sports – 88% – Type: Sports – See: Issue 1




Worms Armageddon – Infogrames – 48% – Type: Strategy – See: Issue 6

WWF Attitude – Acclaim – 88% – Type: Fighting – See: Issue 4

WWF Wrestlemania 2000 – THQ – 49% – Type: Sports – See: Issue 7

X-Men Mutant Academy – Activision – 78% – Type: Beat-'em-up – See: Issue 11

Zelda: Link's Awakening – Nintendo – 95% – Type: Adventure – See: Issue 1 & 2

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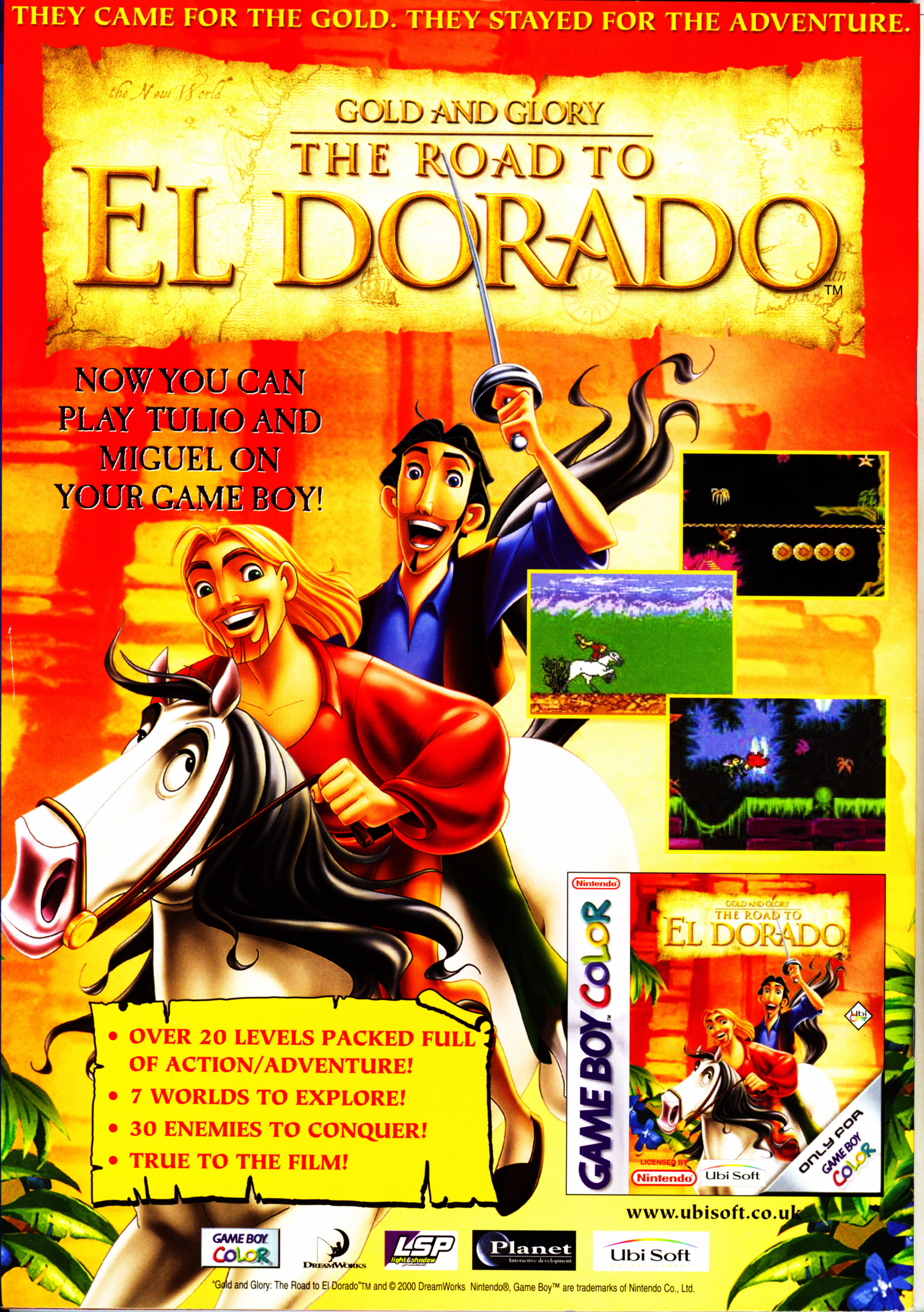
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